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N64
MAGAZINE
Battle of the adventure games!
BANJO-KAZOOIE
Rare's bear takes on the N64's newest stars!
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Qualifying rounds begin soon!

Can you pass the N64 driving test?

HOW N64 MAGAZINE WORKS

N64 Magazine is Britain's best selling Nintendo 64 mag. Here's why:

- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.

Don't be fooled by feeble imitations!

WELCOME TO N64 MAGAZINE

Oh the trouble *we* got into this month.

There are some games magazines in the world who think it's their job to help games manufacturers sell their games. When they come to give out their review marks, they're not thinking of their readers, they're thinking of the people selling the game and the possibility of a bit of mutual back-scratching.

This is all wrong of course. The whole point of magazines like ours is to give you honest information about newly-released games. How sick would you be if you spent £50-£60 on a cart, only to find it's not the '93% triple A product' that you'd been lead to expect? You've been conned out of your game money and conned out of the £3 or £4 you spent on the tawdry mag that lied to you in the first place. Dishonesty all round, and only you lose.

N64 Magazine prides itself on its honesty, though. We get the games we feature through hard work, not toadying to the right people. And when we review a game, we do it without fear of the consequences that telling the truth might have.

And, as it says on the page that introduces our reviews, any game scoring over 70% is well-worth thinking about adding to your collection. Obvious really. I'd be dead chuffed to score 70% in any exam I took, and games getting marks like this have some genuinely good features which is why we recommend them.

Scores above 85%, though, are for the absolute cream-of-the-crop, N64-glorifying, must-have titles. We won't be swayed into giving out these marks to anything but the most brilliant games – the N64 Star Game Award is your ultimate assurance that your £50 hard-saved pounds are going on the very best carts you can buy, and it's the only award N64 programmers care about winning.

N64 Magazine is written for gamers and gamers alone. We aren't bribed, corrupted or brow-beaten by the men in suits into raising our marks, so that they can sell more games and our next issue is easier to write. We're not infallible, and from time to time we make the odd mistake. We're always honest, though, even if it makes our lives a bit harder from time to time.

Enjoy the issue – happier editorial service will be resumed next month.

JAMES ASHTON
EDITOR

GO! GO!

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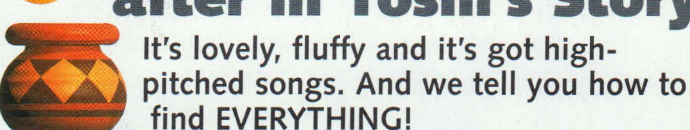
PLANET 64



REGULARS

An exclusive preview of all the great 3D adventure games coming to your N64 in 1988.

COLLECTABLE COINS OF COMMENDATION RATING

Coins. Where would platform games be without them? So, when you see these special **N64** coins, count them up to see how good the game's going to be!

This NYPD Blue level sees you wandering around this creepy night stage. Look out for those point-scoring police badges, eh?

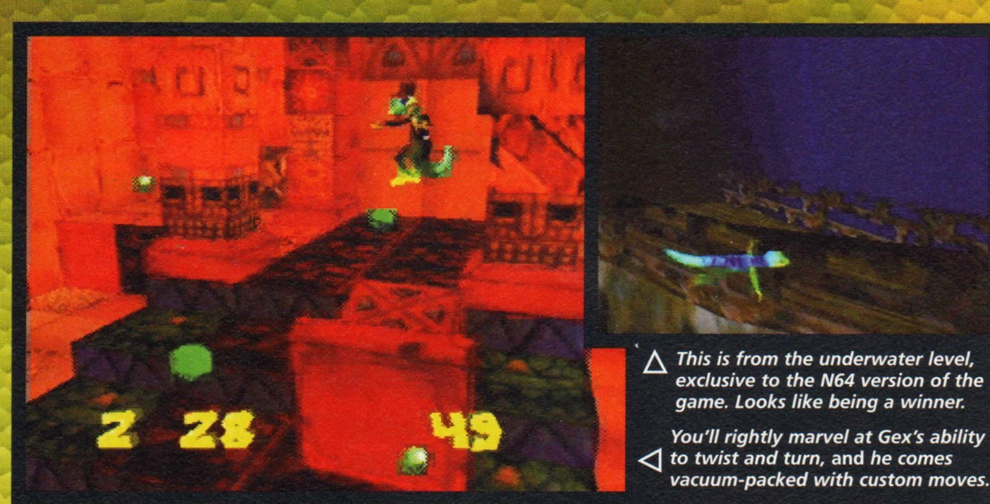
Look at that hat and jacket, and look at that deathtrap of a level. Oooh, that could be nasty and no mistake.

Notice how Gex has been 'skinned', the process which smooths off the squared edges of the polygons. Lovely.

Fogging? Yes, but look at the PSX version and you'll notice similar things. The N64 can do proper fogging without 'banding'.

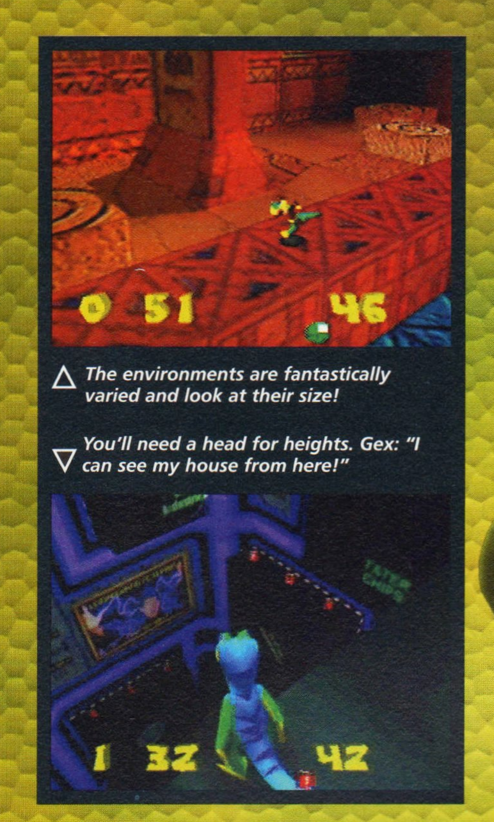
You can adjust the cameras at will using the shoulder buttons. Plus, there're three defaults.

GEX



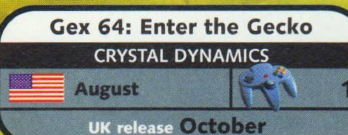
This is from the underwater level, exclusive to the N64 version of the game. Looks like being a winner.

You'll rightly marvel at Gex's ability to twist and turn, and he comes vacuum-packed with custom moves.



△ The environments are fantastically varied and look at their size!

▽ You'll need a head for heights. Gex: "I can see my house from here!"



EXCLUSIVE!

64 ENTER THE GECKO

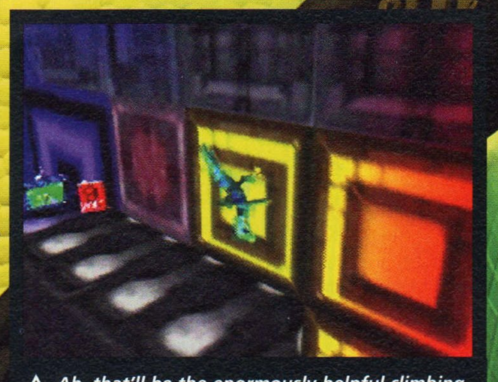
balancing the scales

Following up and bettering the lamentable *Gex* wasn't likely to be a particularly hard job for Californian-based Crystal Dynamics. However, turning the sequel into something that could compete with the likes of *Super Mario 64* would be considerably more difficult.

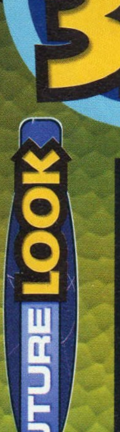
As any honest developer would admit, *Mario* sets the benchmark for all platformers, or 3D adventures as they've come to be known on the 32 and 64-bit consoles. However, up until now, only one game has managed to do justice to the term on Nintendo's machine and that's *Mystical Ninja*. And on the PlayStation? Equally, only one developer has fully grasped what true 3Dness is about. And, funnily enough, that's Crystal Dynamics with *Gex 3D*.

Arguably, it's easier to succeed on the PlayStation, where your competition is comprised of the teeth-grindingly average *Croc* and *Rascal*, and the appalling *Bubsy*. But, the reaction to *Gex 3D* has been astounding, not least because it's as close to 'complete freedom' as any 32-bit game has ever got. On the N64 it's a rather more *expected* thing (especially in the light of *Mario)* so, in order for a 3D adventure to triumph, you either need to ape *Mario* spectacularly well or have something just a little bit different up your sleeve. *Gex 64*, very definitely, plumps for the latter.

GO! GO!

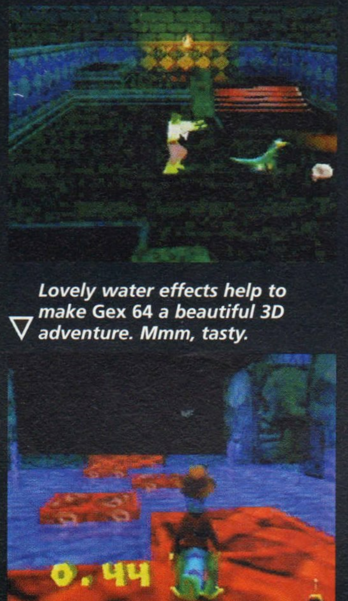

△ Ah, that'll be the enormously helpful climbing the walls ability. 'Helpful' just isn't the word.

GEX 64: ENTER THE GECKO

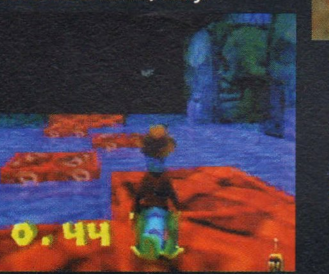


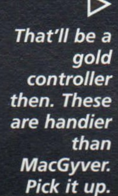
Green ball of explosive matter, do your damage!

Frankenstein comin' atcha! Ahem. Yep.



Lovely water effects help to make Gex 64 a beautiful 3D adventure. Mmm, tasty.





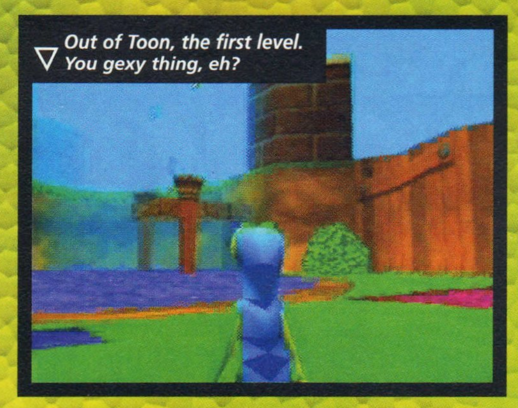
That'll be a gold controller then. These are handier than MacGyver. Pick it up.

Another dimension

Gex 64 revolves around the Media Dimension Map which, for all intents and purposes, is *Mario's* castle area with televisions. Each big television grants you access to a different world and, once you've completed one level within the world, you can exit and step into the delights of the next. The fact that the game is non-linear obviously means you'll be able to see as much, or as little, of the game as quickly as you choose. As the scaley one himself admits: "Ah... to see the world as Keith Richards does..." Erm, whatever that means. Also of note is the beautiful analogue control, which kicks in as soon as you start wandering round the Dimension Map. The layout is similar to *Mario's* in that it seems almost entirely free of boundaries but actually gently pushes you around by fading up into hills that you can't climb. Clever, indeed. Oh, and the point of the tuxedo? Well, Gex is a secret agent. Wink, wink and all that.

The Media Dimension. And that's real fog if you were wondering.

Step into the sticky-toed guise of *Gex* and you'll immediately be presented with your objectives: to hunt down three types of remote control – red, silver or gold. There are also plenty of other sub-collectables to seek out, but the remote controls are what you really want. The red ones are generally placed at the end of a level, so they're merely big point-scorers. The silver remotes are altogether more tasty. There are two silvers on each level – one hidden, one after successful completion of all sub-collectables – and getting hold of both will gain you access to a bonus stage. In the bonus stage, you'll get the chance to seek out the final type of control: gold. Collect these and you'll not only crank up your points score by thousands, but you'll get the chance to step into *Gex's* elusive secret levels.



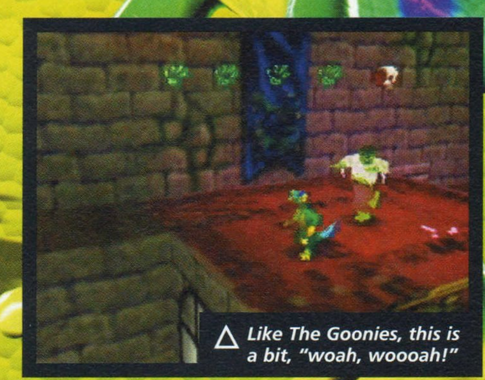
Out of Toon, the first level. You gexy thing, eh?

The locations are huge and each level builds up to make a themed world; an unmissable chance to display the game's impressive visuals. Out of Toon looks beautiful, stretching out as far as the eye can see. There's some misting but it's used sparingly and prevents the minimal pop-up which worked its way onto the PlayStation.

Those themes are pursued even further later on; each one laced with tonnes of knowing entertainment in-jokery. Indiana Jones, Star Wars, James Bond, classic horror films, 70's Kung Fu movies, Jurassic Park, NYPD Blue, each gets a nod in *Gex's* celluloid-based universe and each is suitably sent up, with plenty of opportunity for relevant dressing up and familiar baddies. Perhaps the biggest achievement, though, is that *Gex 64* is *genuinely* funny, particularly with the input of Leslie Philips, whose voice-over is fabulous.

It's got the ingredients to make a big impact on the N64: brilliantly diverse levels, gorgeous visuals, putty-like controls and a fabulous sense of humour.

So, why *is* Gex going to be so good? Well, it's certainly not about to steal *Mario's* crown, but as an alternative, it's got the ingredients to make as big an impact on the N64 as it did on the PlayStation: brilliantly diverse levels, gorgeous visuals, putty-like controls and a fabulous sense of humour. A surprise summer smash? We wouldn't be surprised, you know. Look out for the review soon...



Like The Goonies, this is a bit, "woah, woooah!"

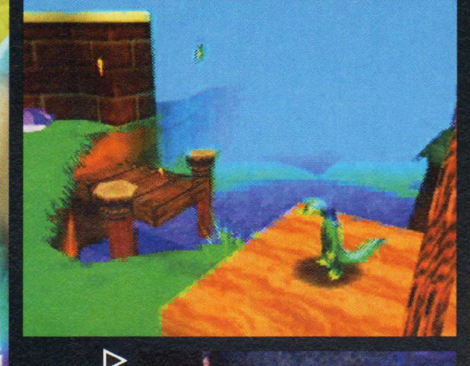
▽ Moving platforms, eh? Can't beat them. Those cameras are needed.

Worlds apart

Themed worlds are the name of the game in *Gex 64*. But, these aren't your run-of-the-mill themed worlds. These are worlds straight out of your TV set. With a lizard in tow...

◁ All those flashing lights and computers. Oh, it must be Star Wars. Feel the force, eh?

▽ Looney Tunes? Oh, yes. Later on, when you drop down a hole with a 'Wabbit Hunting Season Open' sign, you'll turn into Bugsy B.



▷ Prehistoric world. Where're the dinosaurs, though? Ah, they'll come soon enough.

◁ Dr Jones has turned a bit green. Gex has a whip at his disposal now. Might just come in useful.

Let's talk about Gex...

Project Director Glen Schofield on dodgy lip synching, grappling hook tongues and why the ladies *still* love Leslie Philips...

N64: How did development start on *Gex*? Why go the sequel route?

It may be considered a sequel but we approached the title as if it were a brand new game. The notion was to take the character into the 3rd dimension. Crystal Dynamics had been working on 3D technology and the original idea was to relaunch the character with it. We also wanted to update his personality and make Gex, as a character, more relevant to the UK market. So, we created the James Bond-style parody, which is quite a shift from the original game, we think.

N64: The game's really fun and filmic throughout...

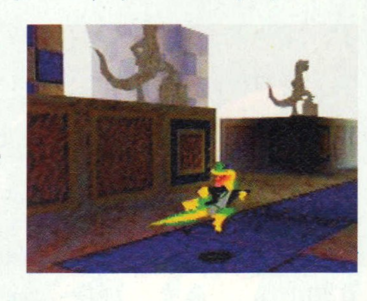
I'm glad you feel that way. A lot of attention was given to building a really entertaining videogame. The parody inherent in the game took a lot of planning and time. We are huge fans of The Simpsons and we tried to base the comedy on that style of humour. In fact, one of The Simpsons writers actually worked on the script for Gex 64 and advised us on different directions for the character. Also, we had quite a large team with ages ranging from late teens into the thirties. We really pulled from those distinct generations for our comedy inspiration. The younger designers had media references that were different from the older team members. Humour about Bond movies obviously crosses most age groups, but stuff about Boy George is from a different generation. (At one point, Gex says: "I feel like I'm in Boy George's pants". Don't we all from time-to-time.)

N64: So how do the media references tie in?

We based each world on a media theme: a Kung Fu world based on the Kung Fu movies of Jackie Chan and Bruce Lee, a Space World based on some fairly significant space movies, a Prehistoric World inspired by stuff like Jurassic Park, and a Cartoon World based on the Warner cartoons. Plus, a few others that we're still working on. We decided to organise them so that you didn't have to travel to every Kung Fu level before you saw a different environment and we mixed them up to keep the player excited. The levels and the enemies are all in 3D; in fact counting and managing polygons turned into the ultimate challenge – the goal was to efficiently use as many as possible, without creating a horribly expensive memory footprint.

N64: What about the intentionally dodgy lip synch in the Kung Fu sections?

We were originally planning to do this, but no one understood the joke! In play tests most people thought we were poorly executing the lip synch feature so we decided to remove it. We were really disappointed. Perhaps we'll bring it back in a future effort.



N64: So, when did the old dog Leslie Philips saunter on into the project?

Crystal Dynamics worked with our partner Bastion in the UK in a talent search. I toured comedy clubs and listened to loads of voice demo tapes. The final choice came down to Leslie Philips and someone else. After deciding on the character's new direction and persona, we plumped for Leslie. Most people don't realise how active he has been as an actor – the man has made more than 100 movies! We also liked the notion of evolving the character into a 'likeable rogue', and there aren't many actors that are as likeable or as roguish as Leslie.

N64: How've you coped with speech on the N64?

We have distilled the Leslie Philips voice overs to the true cream of the crop. There should be around 35-45 different lines. Fans will be happy to know that all his favourite lines are in the game!

N64: It must be quite hard to innovate in such a popular game style...

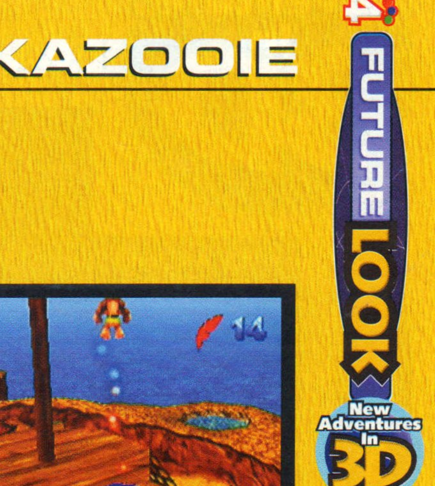
The model was definitely Mario 64. Miyamoto is a champion of games and Mario is the absolute benchmark. That's a little intimidating, but we had the Gex character, our technology, and our creative design. Gex has a tail attack, wall climbing abilities and an elongated tongue (which is used as a grappling hook on jumps). We've tried to innovate based on the foundation of our character's abilities and attitude. Having pop culture, movies and television as our canvas, I think we've created a very different experience from Mario 64.

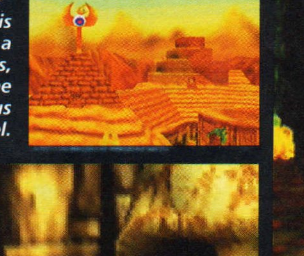
N64: So, how will the N64 version differ from the PlayStation and PC?

Gex 64 will have two exclusive levels that both the PC and PlayStation versions don't have. They are currently in development, but I can tell you that underwater activities are involved!

COLLECTABLE COINS OF COMMENDATION RATING

BANJO-





Each level is preceded by a cut scene. This, obviously, is the gorgeous Egyptian level.

Kazooie in fetching welly boots. She's got legs like drainpipes too.

Bouncing pad ahoy. That's some top "wooah, wooooah" activity, there.

Magic carpets. The only way to get round Egypt.

Ha, ha, ha, ha! (Note: scary laugh.) You are entering the darkened caves of, erm, darkness!

Banjo-Kazooie could well be the game of the year. Until Zelda arrives, of course.

KAZOOIE

grin and bear it

Banjo-Kazooie		
NINTENDO/RARE		
June		1
UK release June		

Currently grinding through the very final stages of playtesting, *Banjo-Kazooie* is the hot tip for this year's Game of the Summer award. Having rivalled *Zelda* back at Space World, Rare's new adventure will arrive at least three months before Miyamoto's master work. And the great news for us is that it's looking absolutely fabulous.

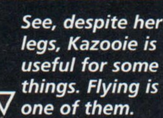
With the game almost completely finished, Rare have judged it just about safe to release some more details. The background story basically revolves around an evil witch called Gruntilda, who is enraged at being judged slightly less attractive than Tooty – sister to the considerably more hairy (hopefully) big Banjo bear himself. Having won second prize in a beauty contest, Gruntilda does the only thing a piqued witch can, she kidnaps Tooty and locks her away.

Far from rushing to the police with this information, Banjo takes it upon himself to rescue his sister. Pausing only to enlist the services of his best friend Kazooie (how a bird and bear come to be best friends is a question we've been pondering for some time now), Banjo sets off with his jolly blue rucksack, determined to set her free. So much for the story.

What you really want to know, though, is that *Banjo-Kazooie* is set in nine worlds, each with multiple courses and objectives. On the collection front, it's puzzle pieces which open ever more of each world – and so aid your quest for the hairy sister – and musical notes which, on collection of the hundredth, give you an extra life. Other collectable items include Mumbo tokens and Jingo Birds; we're not sure what they're for, but hopefully things will become much clearer when we travel up to Rare, to preview and playtest the game properly, next issue.

Perhaps the most significant new information to come out, however, concerns the size and length of the challenge. Speaking to Rare, we discovered that it'll take the average gamer up to 50 hours to see everything in the game and discover all the secrets. So? Well, compare this to *Mario 64* – which takes a good

BANJO-KAZOOIE



See, despite her legs, Kazooie is useful for some things. Flying is one of them.

Dur-nun. Dur-nun. (Faster) Dur-nun, dur-nun. (Faster again) Dur-nun, dur-nun-dur-nun, dur-nun, dur-nun. (Um, this shark isn't Jaws – Ed) Oh.

Some more up-in-the-air japes with bird and bear. In a minute they crash-land and die. Sad, that.

Egyptian dog statue-thing. And his little pup. Interesting sites on the Banjo trail.

"Look into my eyes. Ha! I will destroy you with my hypnotic powers!" "Yep. Whatever. I'm off. Cheers".

Visit the Witch Doctor and Banjo turns into this eight-legged freak show. Scary, no?

gamesplayer around 35 hours to complete – and you'll be rightly staggered.

The most remarkable feature about the game is the buddy system Banjo and Kazooie have going between them. If you want to use Banjo and his skills, he carries Kazooie in his back pack. If you want to use Kazooie – a bit of flying for instance, or some running up steep inclines – his long legs pop out and he carries Banjo on his back. When Kazooie's in charge of the walking, things do look a bit unfeasible – he's only got itty bitty, skinny legs – but you can't have everything, can you?

That said, the levels lend themselves perfectly to Banjo and Kazooie's relevant skills, splitting into a number of sub-sections, all of which end with screen-sized nasties. So, pad your way through *Banjo*'s glorious looking water world (complete with gorgeous transparencies and the best water effects since Mazza) and you'll meet up with the likes of mechanical fish and a huge shark, which comes up to the shore to chat with you. When it comes to fighting, you have to combine the best of both of the central characters' abilities.

But, can *Banjo-Kazooie* really surpass *Mario 64*? Without seriously spending a good day or two in the company of the game, it's difficult to say. Of course, it's easy to see *Banjo* is as technically wondrous as anything that's been on the N64 but, without concentrated play, you can't ever get a proper idea. However, it certainly has the pedigree and potential and, whatever anybody says, its appearance at Space World last year was equally as show-stealing as *Zelda*'s. Certainly, if any game's got a chance of squaring up to the established finesse of *Mario*, it's going to be this. We'll be infiltrating Rare's country hideaway, grabbing a controller and delving into the fur-packed adventure this time next month. We can hardly wait...

If any game's got a chance of squaring up to the established finesse of Mario, it's going to be this.

Monkey magic! Ah, we never get tired of that one. But look at the size of him! And, yes, he's a boss. Listen, then bracket-punch him to the sky.

That green stuff is special treasure-finding loveliness. Up to the sky-iiiiiii.

Gruntilda the witch over her pot of brew. Been drinking a bit too by the looks of things.

BANJO-KAZOOIE

Playing the banjo...

The collectively secret *Banjo* team break their code of silence – and chance the wrath of Howie Lincoln's massively powerful Staff of Information – to give us the lowdown on (ahem) Vile the Crocodile...

See that thing in the eye? That's a handy puzzle piece.

And Banjo's giving it a go. Enter my pretty.

Gobi the camel. Has the breath of a thousand beasts. It's no wonder Banjo is trying to avoid his foul stench.

Whoops. You really annoyed Mother Spider. Better run.

Here comes the Crab-tastic Crab-thing.

N64: How long has the game been in development?

Banjo the bear was designed in October '96 and Kazooie followed shortly after. Work on the actual game began around March '97. The Banjo team consists of 13 full-time staff, with the normal scenario of additional Rare staff doing other bits and pieces as well. The team has a very wide range of experience; some of them have been at Rare for 10 years, whilst for many others it's their first project.

N64: So what's inspired you during the making of the game? Films? Books? *Mario 64*?

We wanted to take a 3D world inspired by Mario 64 and combine it with the same kind of look we achieved with DKC on the SNES. Although they are aimed at a younger market, Disney films have a universal appeal. This is something we have tried to create with Banjo-Kazooie. We wanted the characters to primarily appeal to a younger audience but, at the same time, give them enough humour and attitude not to discourage older players.

N64: So, tell us a little bit about how the game works and the story behind it?

The game takes place inside the mountain lair of Gruntilda the witch, who has kidnapped Tooty (Banjo's sister). Gruntilda intends to steal Tooty's youth and beauty in an attempt to improve her own ugly, bloated body. The witch has created worlds that are accessed by completing jigsaw pictures. Banjo has to collect jigsaw pieces from the worlds to fill in the pictures which are dotted around the witch's lair. Also preventing progress in the lair are magical, musical note doors, which Grunty has sealed with a spell. Banjo must collect a sufficient number of musical notes from the various worlds to be able to break the spell, and open the door. The combination of opening note doors and completing jigsaw pictures, is the way to progress through the witch's lair, where she is waiting for the final confrontation at the top.

N64: So how big is the game?

From scratch, it'll probably take the average gamer between 30 and 50 hours. Once you know where everything is, it's possible to complete it all in just 4-5 hours.

N64: Who are you favourite characters in the game and why?

Besides Banjo, Gruntilda the witch; we've tried to make her comical and incompetent, even though she is the main baddie. Other favourites include Gobi the camel, Blubber the hippo pirate, Mr Vile the crocodile and Boggy the polar bear.

N64: What's your favourite puzzle, set-piece or scenario in the game? Tell us. Oh, go on.

One of the most popular is the eating contest with Mr Vile the crocodile. Playing as Banjo, you must eat more of the little creatures that pop up out of the holes than the nasty croc. It's fast frantic fun (and Mr Vile takes a bite out of Banjo if you lose).

N64: Finally, what makes *Banjo-Kazooie* so special, then? What'll help it become another Rare-made worldwide hit?

Banjo-Kazooie has been designed to appeal to gamers of all ages. The very young will be happy just exploring the worlds and meeting its inhabitants, whilst the older gamers will be challenged by the game's puzzles and skill elements. What makes it special? The sheer size of the game and its diversity. Each world is completely different from the last, with its own set of objectives, and characters to encounter.

△ In Jim's world, nothing is particularly run-of-the-mill.

▽ Rocket man Jim tries to navigate the game's levels.

△ Superbly detailed environments suggest EWJ3D has made the transition to 3D seamlessly.

Earthworm Jim 3D	
INTERPLAY	
Winter '98	1
UK release Winter '98	

EARTHWORM JIM 3D

the worm returns

Housed up in a disused hospital in Dunfermline, Vis are busily working on bringing *Earthworm Jim* into 3D. And, over the course of the past six months, the Scottish coders have changed things around a bit.

Originally, the idea for the game was that Jim would be a 2D sprite in an almost 3D world. The effect would be twofold: firstly, with the story being set inside his head, it would give Vis plenty of opportunity to put across the slightly distorted landscapes of Jim's noggin and, secondly, it would help continuity and maintain some of the look of the original *Earthworm Jim* games on the SNES where, of course, his world was completely 2D.

However, now Jim has turned from a black outlined sprite into fully rendered 3D polygonal hero; strutting about for the first time with every part of his body viewable and all bulges where they should be. The levels have also been changed around a bit, and added to, to mix in more seamlessly with the conversion of the central character. They still retain their sharp, angular look in places but, equally, sections have been rounded off a bit as well.

Weird goings on are the order of the day, though. Surfing on cranial matter, legging it across baked bean floors, jiving with a zombie Elvis in a dodgy discotheque, *Earthworm Jim 3D* is as ludicrously loony as its predecessors. And that's something Vis have been careful to instill, particularly in the light of Shiny's (the original developers) in-no-way-normal game ideas. But, thankfully, it's all looking brilliant. Expect more at E3...

Out on a Jim...

Vice President of Creative, Kirk Ewing, on how Jim loves his enemies to death...

N64: Things have changed a bit since we last spoke to you eight months ago...

Our original idea was to create a colourful 'comic' environment, in which the characters would appear almost 2D, but using a very lush, 3D game-engine. We had a model up and running last year, and while it looked good we felt it wasn't what N64 owners wanted. So, eventually, we decided to revamp the engine, creating what you see here. We're much happier with it. Jim looks brilliant now, really dynamic. I suppose, with hindsight, we were guilty of trying to recreate exactly the look of the original games with just an added dimension.

N64: He has new abilities too. Give us an idea of his improved repertoire...

Players won't be disappointed with the Shrink gun, which turns them into little, bitty insect versions of themselves; or the Flower Power gun, which kills them with love, man (ammo fully bio-degradable!). Also new is the Pump-pack, where Jim's supersuit can provide powerful upwards lift from the BFR (Bean Fusion Reactor) built into his rear end.

N64: Handy. Have the levels evolved too?

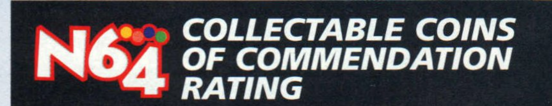
We're constantly refining things, so everything is evolving. Perhaps the most notable change is the way you move from one location to another. Jim's brain is a complicated labyrinth of gunk and this jumble of pipes is how Jim gets about.

N64: There's a game mechanic to prevent annoying deaths now, too...

We love Mario, but its only fault is the way it's possible to fall to your doom by stumbling off the edge of a platform when the camera angle changes. To counter this, we've added invisible 'rails' on the side of some of our platforms, that do their best to stop fatal stumbling.

N64: Be honest, then. How's the N64 version coming along?

We're really, really pleased with it. The game has come a long way since we began concept design almost two years ago, yet it's only now that we're really seeing it come together. We think we've done a good job and, most importantly, kept to the true spirit of Jim. The game will be released towards the end of this year.



SPACE CIRCUS

super shortstar

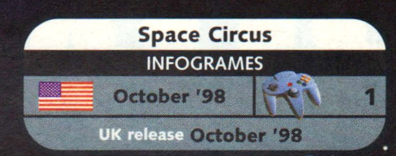
Space Circus will be Infogrames' first, original release for the N64. After patching up *Mission: Impossible* and making it look like the potential blockbuster we had all hoped for, the follow-up will be this, frankly, sterling 3D adventure.

Players take on the role of Shortstar, a star juggler in the intergalatic carnival that is the *Space Circus*. When players begin the game, the circus is in pretty bad shape; the Galactic Bank is hot on their heels, debt-collecting. The answer? To search out new and ever more dazzling acts to use as money-makers. Problem is their evil enemies, the Virtua Circus, are out to steal what they find.

Give them credit where it's due, Infogrames have at least not rested on their laurels where the story is concerned. It's good versus evil with a bloke that sparkles. And the game's interstellar setting and numerous planet-based locations ensure it has a very different look to your average multi-levelled explore-'em-up. Oh and, of course, patently odd characters like Shortstar's two companions, Willfall and Willfly (a mega-mouthed robot and, erm, pet flying rocket, respectively) help achieve the game's individual identity further.

Space Circus plays wonderfully and, considering it heralds from such an overworked game style, is doused in quirky, original touches. It also looks superb, with the N64 version almost as detailed as its PC cousin. Some dodgy N64 fuzz, though? Not a bit of it to be found here and the game looks all the better for it, with sharp characters and environments and *no fogging*, so you can see miles into the distance. An enviable achievement, indeed.

The game will be cleared for landing in October and we're ready and waiting.



Space Circus		
INFOGRAMES		
October '98		1
UK release October '98		

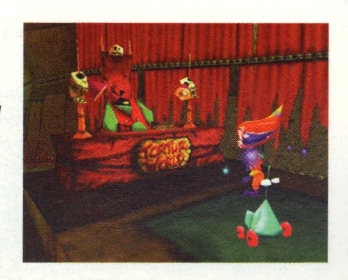
Clowning around

Product Manager Franck Giroudon on why Space Circus' aliens will teach you how to live...

N64: How's development going?

Well, the project is well on track. We started on the PC first, so that's further ahead. The problem we had with the N64 is the RAM and the size of the cartridge. However, we've found tricks to obtain the same result on the PC and N64, especially with the texture mappings. In fact we use the PC version as a development tool for the N64 version.

N64: Tell us a little about the game...



Well, you control Shortstar in third person and the gameplay is very rich; you can walk, run, make different jumps, swim, take and use objects, talk to people, push things. You also have a special weapon: you can throw explosive stars. You can take control of the direction of the stars as, once they're launched, they'll behave like guided missiles. So, you can touch things around the corner, hit monsters behind you, hit people who are hiding behind a wall by guiding your stars around to get them. There're endless combat tactics. It's a new way to use weapons in a game, we think. The stars will not only be used to destroy things but also to push objects or to stop them.

N64: How does the camera work? Can the player control it?

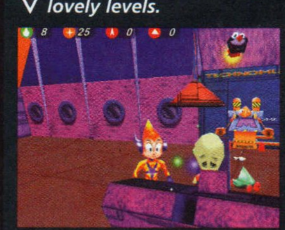
The camera places itself in a good position to play, but you can move it very easily if you want. You can zoom in very close and zoom out very far – more than in any other game – so you don't need a map to know what's around you.

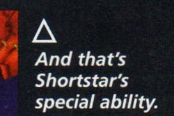
N64: Is there a set route through the game?

The structure of the game is non-linear: you can start doing something on a planet then go back to your spaceship and explore another planet. There are seven planets, which are divided into about 21 areas. It's difficult to talk in terms of levels in a virtual environment. It's not like the SNES platform games anymore, when you started from the left and went to the right. Shortstar will have hundreds of square miles to explore and will meet more than 300 different characters. The game is huge. On the planets, there'll be a mix of different game styles: adventure (talking to people, using objects), action, platforms and pure combat. There's also an ethnological twinge to the game: aliens on the planets have a weird but logical way of living. Sometimes you will have to observe them to understand how to act...

Oh, and that's real clouds, not misting. You will be surprised.

Shortstar has a rummage round Space Circus' very lovely levels.

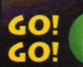




And that's Shortstar's special ability.

Look at how far you can see into the distance. Space Circus doesn't require fogging.

N64 COLLECTABLE COINS OF COMMENDATION RATING



GO! GO!

BUCK BUMBLE

N64 FUTURE LOOK

Buck Bumble	
UBI SOFT	
September	1
US/Jap release TBA	

BUCK BUMBLE

nearly beetime

While few new shots have crept out of Argonaut's London home, you'll now need to know that eponymous hero Buck is the world's first cyborg bumblebee, and the last insect between the Evil Herd and the safety of the World's insectkind. The Evil Herd? Oh, a gang of alien mutant insectoids that have invaded earth bent on finding an inexhaustible supply of food. Cyborg Bumblebee? Absolutely no idea.

The game is divided into 27 missions, sub-divided into two sections of eleven each and one final hidden section with five secret missions. This final area will only become available if you've managed to fight through the rest of the game with a ranking of 'Ace Pilot' and, along with the game's primary and secondary objective mission structures, should ensure that *Buck* has plenty of replay value.

Apart from the background storyline – which reminds us of an enormous alien battle fleet in Douglas Adams' Hitch Hikers' Guide to the Galaxy (which attacked earth, and due to a dramatic mis-calculation in scale was accidentally swallowed by a large dog) – *Buck* looked very promising when we played a far-from-complete first level demo a couple of month's back. We should see more of the game at America's E3, and a review copy should be winging its way to us before September...

Buck Bumble's packed to bursting with explosions...

...And glorious visuals. Look at the detail!

Buck'll encounter plenty of these. Not exactly your common worm...

Uh-oh. Boss. Watch out for those spikes.

Let's get ready to Bumble...

Producer Nick Clarke on life down the garden path...

N64: The game seems to have been in development forever...

The game actually started off as a research project back in early '96, but by March '97 it was agreed to continue the project as a fully-fledged game. The initial team of three included a lead coder, an artist and a game designer, but there are now three coders, three artists, two game designers and me.

N64: What inspired you to come up with *Buck Bumble*? Why a bumblebee?

The team wanted to create a 3D shoot-'em-up with a difference. Spaceships and conventional war craft have been around since the dawn of computer games. We wanted something new, a shoot-'em-up with a strong character. In the early stages, when the programmers were playing with flight dynamics, the idea of the bumblebee just cropped up. Basing the game on an insect's eye view of the world gave us a unique, but very familiar, environment to work with.

N64: So, how did you achieve the proper look for those environments?

We designed Buck's environments with pen and paper and when we were certain of what we wanted, we used a PC with 3DS Max and Photoshop to build the levels in 3D. Designing the game made us look at nature from a new perspective and it's been very important for us to create a real sense of scale in our environments. The game also allows complete freedom of movement in a totally 3D environment. What's great about this aspect of Buck, though, is that the mission areas are just the right size so the freedom does not become overwhelming. You can't get lost or confused because the space is well defined and the mission objectives are clear and focused. Buck plunges gamers into a cartoon world viewed from a miniature insect perspective. The change of scale creates the magic of the game and differentiates it from other 3D shoot-'em-ups on the N64.

N64: How's the multiplayer game coming along?

The multiplayer game is going to be split-screen and at the moment we're only planning to include a two-player option. Gamers will play against each other in various ways. At the moment, we're looking at flying races, a form of air soccer and some all-out gun fights.

TWELVE TALES: CONKER 64

Rare's other 3D adventure is a bit of a mystery. Nothing has been seen of it since last year's E3, yet rumours and reports suggest it could easily outdo *Banjo-Kazooie*.

When asked, Rare remain unsurprisingly tightlipped, especially regarding a release date: "Because we haven't got a publisher bossing us about, we don't have a specific deadline. So, *Conker* will arrive when we've perfected it", said Production Manager Simon Farmer. And that's that. Expect something more concrete after *Banjo's* released.

△ Mr Nutz with stetson. Don't make fun of his teeth or he'll smile.

◁ Padding around in the underground mines, Conker is smiling. Freak.

△ Another nice head dress for Conker, this time that of a Roman soldier. Riding a unicycle was never part of Caesar's plans.

Twelve Tales: Conker 64		
RARE		
TBA		1
UK release TBA		

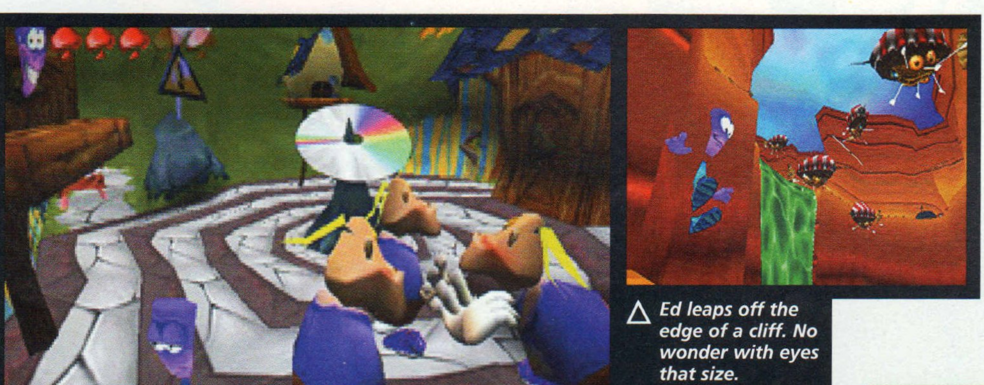
N64 COLLECTABLE COINS OF COMMENDATION RATING

TONIC TROUBLE

Lovely development kit screenshots are all we've seen of *Tonic Trouble* thus far. However, Ed, the main character, has a number of interesting moves which have come to light this month.

Luckily, in the final version, he'll be able to swim, crawl, leap, glide, hang, climb, carry, push and pull. Oh, and use his stick as a blowpipe.

According to a Ubi Soft spokesman, his enemies are equally agile. They can "run away, hit, jump and throw hot pieces of toast". Er, alright then. *Tonic Trouble* looked good on the PC but, up against such stiff competition, can it succeed on the N64?



△ Ed leaps off the edge of a cliff. No wonder with eyes that size.

◁ "We worship you CD of Godliness, and the Elton John song on you..."

◁ Ed strains. Probably a little worried about flying pieces of hot toast.

Tonic Trouble		
UBI SOFT		
September '98		1
UK release September '98		

N64 COLLECTABLE COINS OF COMMENDATION RATING

ESCORT
OUR WIVES WANT FUN!
CONTACT LOADSA GIRLS INSIDE!
PIN-UPS GALORE!
MAYFAIR
FINGER LICKING GOOD!

N64 MAGAZINE
30 Monmouth Street, Bath, BA1 2BW, UK
Telephone 01225 442244

Issue 16 June 1998

Editor James Ashton
Art Editor Wil Overton
Reviews Editor Tim Weaver
Production Editor Andrea Ball
Staff Writer Martin Kitts
Designer Paul Jarrold

US Correspondent Doug Perry
Tokyo Desk Max Everingham
Contributors James Price, Jason Moore, Daniel Glenfield, Andrew Collins, Jes Bickham, Christian Day & Paul O'Donovan.

Advertising Manager Jo Paggett

Classified Advertising Tarik Browne
International licensing enquiries Chris Power
Tel 01225 442244 Fax 01225 446019
E-mail cpower@futurenet.co.uk
Group Production Manager Judith Green
Production Manager Glenda Skidmore
Production Co-ordinator Pete Travers
Print Services Co-ordinator Jeremy Fisher
Print Services Manager Matthew Parker
Promotions Manager Gil Stevenson

Publisher Alison Morton
Publishing Director Jane Ingham
Managing Director Greg Ingham

Fax (editorial) 01225 732275
Fax (advertising) 01225 732282
E-mail n64@futurenet.co.uk

Annual subscription UK £35.40
Europe £43.40
Rest of the World £53.40
Telephone 01225 822511
Printed in the UK

Future Publishing
Your Guarantee Of Value

This issue on sale
21st May
Next issue on sale
18th June

Psygnosis races onto the N64

PSYGNOSIS™

After months of speculation, Sony's most respected developer has finally stepped across to the N64 and announced its tantalising development plans...

Like a beacon of light in a musty old garage – filled with the rusting wrecks of *Automobili Lamborghini*, *F1 Pole Position* and *Cruis'n USA* – Psygnosis, the PlayStation's most reliable non-Japanese developer, has emerged to put all our racing woes to rest with the saliva-inducing confirmation that *Wipeout will* be coming to the N64.

After literally years of Chinese whispers (their involvement with the N64 was mooted way back before the machine was even launched), the Liverpool-based company finally revealed that they would be developing for the N64 from this day forth, with their first title being *Wipeout 64*. The bonus? The game will be shown at this month's E3 and is reportedly looking astonishing. Fast on the PlayStation, was it? Well, expect it to be ten times as quick with 64-bits shunting it along.

The game will have a host of new features and a four-player mode.

The announcement is such a boost for the N64 that even Nintendo of America's head honcho Howard Lincoln was seen gushing, his eyes literally watering with excitement: "We're very excited that Psygnosis, one of the world's leading games companies, is developing games for the N64", he said. And who can possibly blame him? Not only will the game have a host of new features but there'll be a four-player, split-screen mode too.

Many people believed we would never see Psygnosis develop for the N64, principally because Sony have a stake in the company, rather like Nintendo's involvement with Rare. But, as with their PC developments, Sony allow Psygnosis to work on other

SHORT CUTS

FRESH BLOOD MONEY

Certainly well worth the effort, this month, is *ISS64* which has just come down in price to a more-than-respectable £34.99. Konami, possibly in response to the game's follow-up, *ISS '98*, slipping to September (that's right, SEPTEMBER), have decided to make the gap between the two games more bearable by slicing a hefty 25 nicker off the retail price of the world's greatest football game. Quite whether this will prove enough to stave off the licence-led slickness of this month's *World Cup '98* is another thing, mind. The reason for *ISS '98* slipping? "To tie in with the start of the Premier League season", said Konami when we badgered them. Not because you're scared of *WC98*, then?

PAUL'S PLANT

Paul's been looking for a flat again, this month. Something along the lines of, say, Dot Cotton's house in Eastenders. And has he been successful? Um, no. Still, as compensation, his plant has been doing magical things, starting to sprout a small leaf on its lower left hand side. Tying in rather nicely with the grey hairs on the lower left hand side of Paul's sexy head.

Wipeout on the PlayStation. According to Psygnosis, it's looking even more spectacular on the N64.

formats as long as the games they produce aren't original titles. So, for a few ideas as to what might come *after Wipeout 64*, you simply have to leaf through the pages of Psygnosis' back catalogue.

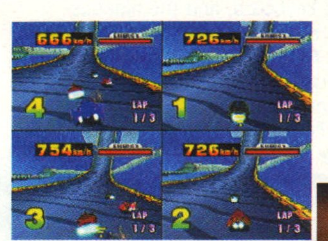
Any ideas, then? Well, we'd wager the N64 will see both *F1* and *Destruction Derby*, the former of which would be a major coup for Nintendo – even if Murray Walker's word-crazy commentary had to be toned down – as the machine is crying out for a top drawer racer of the simulation variety. The latter, although perhaps not *quite* as essential, could yet prove to be a dark horse, particularly as *Destruction Derby 2* was excellent on the PlayStation. After that, they're possibly shaping up for a multi-format release for their third-person blast-and-explore-'em-up, *ODT*, which is currently running on the PlayStation and looking beautiful.

So, with Psygnosis finally confirming their presence, all we need now are Namco and Capcom and we'll be well and truly sorted. More after E3...

GoldenEye sequel at E3!

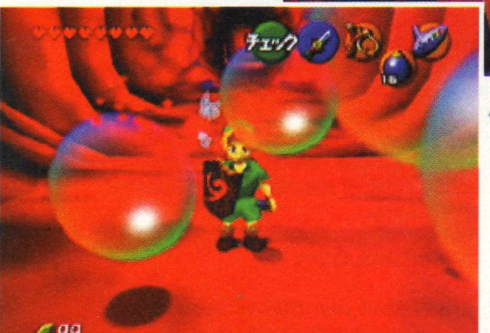
The sequel to the Greatest N64 Game Of All Time™ (Official! See page 34) was this month confirmed as being Nintendo's lead game at E3. After chatting to Rare, N64 discovered that the team behind *GoldenEye* would have the sequel up and running at the world's biggest entertainment show in Atlanta, which will start just days after you read this.

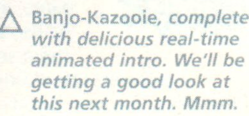
The game – its title is *still* to be confirmed – will feature characters and locations created by Rare themselves. Quite what they'll be – rumours suggesting it'll feature a spy called Jake Bind *haven't* been confirmed – is, of course, what everyone would love to know. However, rest assured, it'll wipe the floor with *Tomorrow Never Dies* on the PlayStation which, fortunately, is looking very disappointing in early screenshots.



Other bits and bobs regarding E3 includes the news that Nintendo themselves will be bringing *F-Zero* and *Zelda* (though probably not new show versions) and Rare will also be carting out the almost-completely-finished *Banjo-Kazooie* and the coming-along-nicely *Twelve Tales: Conker 64* (see page 17 for further details). Additionally, third-party powerhouses Acclaim are expected to have a new version of big hope *Turok 2* and Infogrames will have the promising, so-near-you-can-smell-it, *Mission: Impossible*.

Truly, this could be the show to watch and, fortunately, we'll be there every inch of the way (getting rather knackered walking from one end of the show to the other and bumping into Americans calling everything "awesome"). More, hot-off the-press, E3 information in our very next issue...





Banjo-Kazooie, complete with delicious real-time animated intro. We'll be getting a good look at this next month. Mmm.

Zelda 64. When will it be released? When Shigs is good and ready.

GOLDENHIGH!

GoldenEye 007 kept the N64 end up with a first quarter sales performance of wallet-bursting proportions.

Nestling in at a tasty number seven in the all-format sales chart, *GoldenEye* proved its world domination by being one of only three games in the Top 10 sellers chart that was specific to a single format. This, of course, makes its sales performance even more astonishing considering it was up against the likes of *FIFA*, *Tomb Raider 2* and *Grand Theft Auto*, all games that have debuted on more than one machine.

Nintendo also clocked in with 16.7% of the market share for full-priced console games, beating the likes of Sony and EA into a bloody pulp. Hooray for everything N64-style then, eh?

RAM RAIDER

Uncannily on the ball are Datel who, this month, revealed their Power Ram memory expander. As if directly connected by some string and two paper cups to Yamauchi's very own bedroom-cum-dungeon, the British peripheral specialists have developed this cheap-at-half-the-price 4Mb expansion unit which'll slot into the memory expansion slot on the top of your N64 and provide you with a whacking great 8 megabytes of memory. So? Well, this is exactly what Nintendo are planning to bring out for the 64DD. Whether, with the hardware being put back to "later in the year", it'll be of any use until well into 1999 is another thing.

FANZINE FARM

Summertime on the farm. A time for sweet baby sheep and succulent cowlets. Arrrr.

PULSE INTERACTIVE

How many fanzines have got their own website? Pulse Interactive has got one, but what with this being a working farm and all, it was a bit of a hassle trying to get connected to it. Still, at least we had the traditional paper fanzine to keep us amused. N64 owners are fairly well catered for in this issue, with articles on *GoldenEye*, *Fighters Destiny*, and a *Gex* feature written entirely without the use of paragraphs. Remarkable. By the time we'd finished ploughing through that, Pulse's web site had long since crashed on us. We'll stick to good old-fashioned paper and toner from now on, thanks.

• Issue ten of Pulse Interactive is available for £1.50 from Shaun Lewis, at 54 Laburnum Road, Strood, Kent ME2 2JZ. Visit their website at www.wagner-gb.ltd.uk/robb/pulse.htm

N-FORM

Hailing from sunny High Wycombe, in the heart of Buckinghamshire's farming community, is N-Form. A decidedly retro look at Nintendo products, it certainly makes a change from all that up-to-the-minute high-tech malarky. Issue 5 features such fondly remembered disasters as the Miracle Piano keyboard, and the hideous SNES Super Scope, as well as reviews (or reminders) of various classic games such as *Elite*, *Shadowrun* and *Minesweeper*. This edition might be the last regular one we see for a while, as creator James Fry is taking time off to finish his A Levels. He won't have half as much time to write once he starts university. And drinking.

• Send £2 to James Fry, 30 Jennings Field, Flackwell Heath, High Wycombe, Bucks. HP10 9ND.

64 SUPREME

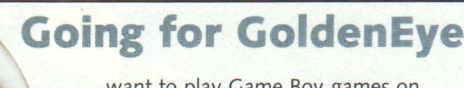
We were all out tending the meadow, hoping to find a few new sprouts basking in the sunshine, when we almost tripped over one of the weightiest tomes we have ever encountered down on the farm. Daisy stubbed her toe on it, causing Jethro to take aim and prepare to administer both barrels to the offending wad of paper. But a little common sense prevailed, and we discovered a fanzine packed with interesting information about forthcoming games and gadgets. It even comes with two cover disks, containing screenshots and clips of several unreleased games. 64 Supreme's writer, who forgot to enclose his name, intends to run a disk exchange system in future issues, whereby readers can return their disks and have them sent back with the next issue, filled with new pictures. Interesting idea, but if you own a PC, necessary to view the disks, you will already have seen all of this stuff on the Internet. Good (hefty) mag for £1.50, mind you.

• 64 Supreme can be procured for the meagre sum of £1.50 from 15 Bridus Mead, Blewbury, Oxfordshire OX11 9PJ.

Got a fanzine? We want to see it! Send your choicest produce to: Fanzine Farm, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

New Goods

Going for GoldenEye



Nintendo Gold Controller
Nintendo • £99.99 (with free N64)
For a limited period only, N64 consoles will come bundled with a snazzy new gold controller – apparently it's intended to give *GoldenEye* fans the chance to play with a 'real' Golden Gun. It's excellent, and there have been so many fights over who gets to use it in the games room that James now keeps it under lock and key, only unleashing it when somebody needs to be taken down a peg or two in a heated deathmatch.

90%

Game Booster
Datel • £40 • 01785 810810
Just what we always wanted – a Game Boy adaptor! Datel's Game Booster has absolutely nothing to do with Nintendo's forthcoming GB Pak, being a fully fledged Game Boy emulator. Instead, it's rather like the Super Game Boy for the SNES, but with the added bonus of a menu of cheats for many GB titles, the facility to add your own cheat codes, and a built in game. It all works quickly and smoothly, with the exception of the sound – your favourite GB melodies are distorted into something more like the sound of a poodle being slowly compressed in a vice. The built-in game is appalling, too. But if you want to play Game Boy games on your N64, complete with cheats, and don't mind missing out on the sound effects, then this is the cart for you.

80%

Race Leader 64
Guillemot • £loads
Sleek and curvy, with two giant suckers on the bottom for desktop attachment, and a flat base for firm thigh clampage, the Race Leader 64 is budget peripheral manufacturer Access Line's addition to the crowded N64 steering wheel market. It's not bad – the base feels reassuringly solid and heavy, and the gear change paddles have a nice healthy microswitched 'click' to them. The wheel itself feels a bit plasticky, but the well-sprung pedals and the simple button reassignment feature make this worth considering, if you really hate racing with the analogue stick. Come on now – you don't, do you?

69%

RETROWORLD

with Jason Moore

Nintendo's first home console, the Famicom, was released in Japan in 1984, along with some simple yet promising games. An acronym of Family Computer, Nintendo aimed their machine squarely at the home entertainment market, promoting it as an essential home appliance, like a VCR. To the dismay of their competitors, the approach worked, Nintendo quickly installing a multi-million Japanese user base. The rest, as they say, is history. Sega were left picking up the pieces with their highly underrated Master System, while Nintendo prudently invested their profits into re-casing the machine to create the NES, and instigated a full-on onslaught of the American console market, obliterating Atari in the process. There is no doubt that without games like *Mario Bros.* and *Zelda*, the story would have been quite different, but all this success led to its own complications. Enter Nintendo's real enemies.

East Asian pirates were quick to copy and reproduce Nintendo's machine, and the Famicom remains the most imitated and illegally reproduced console in the world. Even as you read this, you can bet that somewhere in China a factory is currently churning out illegal hybrid Famicoms. The machine pictured was found in the Middle East, and while it looks similar to the original Nintendo machine, it is visibly of a lower quality. The metallic labels have been replaced with transfers, and the red switches turned to grey. It is also considerably lighter.

However, there are a few plus points. Unlike the original, the joypads are not wired directly from the machine, and an additional port at the front enables the supplied light gun to be attached. Most impressive though, is on booting up the machine, you are presented with a menu, allowing access to over 150 in-built games. While I would never condone piracy, Famicom variants like these have obvious advantages to games collectors, as do the millions of multi-game cartridges that have been released illegally for the machine. Since I have been involved in collecting, I have seen and heard of countless variations, like the Top Boy handheld NES, and the PlayStation-shaped console, which reveals a Famicom cartridge port when you press the lid eject button.

There's even a Famicom with a built-in flip-up screen. That's not to mention the countless multi-format compatible hybrids, which will play Mega Drive games on the same machine. Piracy of such an ageing machine is hard to fathom, and no-one knows how many versions exist, but isn't that what keeps collecting exciting?

PENGUIN WARS – FAMICOM

The really exciting thing about the Japanese Famicom is the thousands of titles released for it which were never converted to the US or European NES. Estimates of exactly how many games were released for the system range between two and three thousand games, a staggering number, well in advance of any other console ever released. *Penguin Wars* by ASCII is one such Japanese only title and, as its name suggests, you play the part of a penguin. However, far from being typical platform fare, this title sees you playing against different animal opponents in a variation of air hockey. You must hurl your five balls down the other end at your opponents head, giving you valuable seconds while he recovers. Dodging balls and hurling them back may sound simple, but it's furiously fast, and very challenging right from the off. Work your way through the quarter and semi-finals before facing up to the best of the rest. Original, addictive, and very annoying.

RETRORATING: 72%

Jason Moore can be contacted at:
61 Baccara Grove, Bletchley, Milton Keynes MK2 3AS

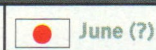
Updating you on the N64 games of the future

This month including:

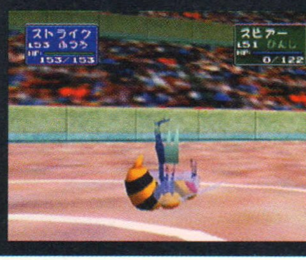
- POCKET MONSTERS STADIUM
- RAT ATTACK
- RAKUGAKIDS
- SPACE JELLY
- DEATHMATCH SOUTH PARK
- TAZ 3D
- F-ZERO X
- HOLY MAGIC CENTURY
- LEGEND OF ZELDA: Ocarina of Time
- HARVEST MOON 64
- THE LEGEND OF THE RIVER KING 64

Weirdness. That's what we like on the N64 and – by darn! – are we about to get it, in the part-fluffy, part-snarling guise of this host of wonderful oddities...

POCKET MONSTERS STADIUM

NINTENDO	64M	1-4	 June (?)	TBA

Gengaa powers up for a devastating attack on Subiaa. Or so we think.



A demonic smile is the only clue to the fact that Gengaa has quietly let rip with a 'Silent but Deadly'.

Cribo on the right is knocked flat by the chap with the long pointy horn on his head. Vicious.

Surely a cruel and unfair advantage. Will flying really be allowed in the Pocket Monsters arena o' death?

There's some confusion over just what's happening with *Pocket Monsters Stadium*, particularly as the 64DD – its original destination – has slipped back to a slot around the time we all move to Mars (*He's kidding* – Ed). But, these latest shots (complete with gargantuan new multi-coloured animal jousters) possibly suggest it could be shaping up for a cart-based release.

That would make sense, especially given that Nintendo must surely realise how important it is for them to get some *Pocket Monsters*-style entertainment out onto the limping Japanese N64 market. And it's even more important now that the new Game Boy *Pocket Monsters Gold* and *Silver* cart is back to languishing in the limbo that's known as 'sometime in '98' (so that it can move over to the colour Game Boy we suspect). Still, even with delays, these new shots look impressively big and brash, with the 3D versions of

squad

△ Lovely transparency effects on this little fella's wings.

▽ View the impending ruck from an angle of your choosing.

△ Whey-hey look at the cleavers on this! Someone's up for a slicing.

the monsters retaining that fine balance between the cute and the ridiculous that we all know and love. Of course, the transference of info from Game Boy to N64 via the bundled-in-with-the-game 64GB pack, should ensure a decent take-up from the millions of Japanese kids who've already invested plenty of time and energy collecting all the little blighters in the Game Boy red and green *Pokemon* versions. Just imagine the excitement of it! One minute you're facing off Lizadon against Kamekkusu in small pixely black and white then, next minute, everything's jumped into glorious, smashing 3D. Fantastic.

RAT ATTACK

MINDSCAPE	64M	1-4	UK NOV	US NOV

NEW PICS!

There's a terrible thing happening, you know. Two dastardly mutant space-rats, Washington and Jefferson, have arrived on Earth with a horrifying plan: to unleash an army of deadly vermin unto the world, eradicating all other species. Harsh? They certainly will be, as they try to munch up anything that stands in their way, with furniture a particular fave.

It's handy for *Rat Attack* players, then, that they get to slip into the furry shapes of one of the Scratch Cats, a team of highly trained felines, souped up to the nines with awesome weaponry like the, erm, Eraticator (a rodent-sucking instrument o' death), and ready to take to the army of rats with claws out. Which, with a bit of skilled extrapolation, means 101 levels of *Robotron*-style, single-roomed rat-thrashing. All in 3D.

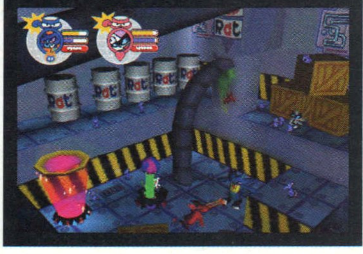
It's very early days with *Rat Attack* but it's looking like good fun. The idea of the game is to clear one room of rats then move onto the next. As you progress, the rats become more devious, bringing in their own equipment, like multipliers and mutators (the latter turning your buck-toothed enemies into huge, grim-bodied monsters), which, in turn, means you have to think fast and act faster, chucking around the Eraticator at anything distinctly four-legged.

The four-player mode works similarly, cranking up the number of rats and equipment and giving each player a different colour rat to splat. Plus, at the same time, you've got to try and stop your opponents from trying to stop you from winning. If you see what we mean. In any case, we'll be carrying more info and screenshots on *Rat Attack* in the next couple of months.

△ 101 Levels? That's the kind of size we like here at N64 Magazine. Having said that, Mindscape will have to work to keep the variety up.

△ Rats in the circus. No, hang on – there's a Space Hopper in the background.

Rat Attack was a game to debut at the Milia show, a couple of months ago. ▽

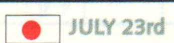


GO! GO!

Just kidding

RAKUGAKIDS

KONAMI	64M	1/2	JULY 23rd	TBA



EXCLUSIVE!

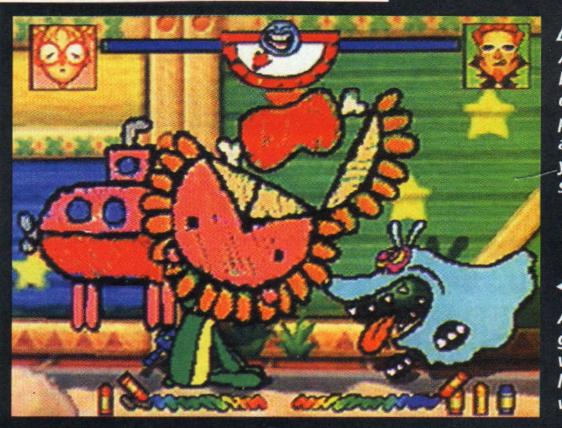
In development from Konami, and first shown in playable form at the spring Tokyo Game Show, *Rakugakids* is a twist, turn and backflip on the one-on-one fighter.

Looking like a kind of cross between *PaRappa The Rappa* and *Clayfighter*, the game features a plethora of (sorry to use this term) wacky cartoon characters with a graffiti theme. The graphics explode with colour and, whilst elaborate, are drawn in the same flat, 2D manner as your favourite rapping dog game.

Aside from the usual power/energy gauge at the top of the screen, there is a 'graffiti crayon bar' beneath your fighter. As you fight, the 'crayon bar' grows, and when it reaches its zenith, you gain a special attack, usually involving an amusing and elaborate routine which dramatically drains your opponent of energy. This manoeuvre, described by Konami as a 'signature move', is then recorded to a blackboard or backdrop, in graffiti, for future reference. If you manage to pre-empt one of these attacks against you with your own, it cancels out your rival's special move.

The concept of *Rakugakids* is being promoted as 'kawaii'; a Japanese term variously translated as 'cute', 'appealing' and 'heart-warming'.

Despite the combat arenas, (if, indeed you can use such a term for this game) being called things like 'Twinkle town' and 'Rocket park', Konami are not just aiming the title at kids. They hope to attract the same kind of audience that received *PaRappa* so favourably. We look forward to its appearance...



A four-poster bed. Why? We don't know – perhaps it appears when you knock someone out.

And maybe a giant flower with a swing lid appears when you, er...

Is that a giant hamburger? It's a cheeseburger with gherkins if it is.

...Ah, right, blue green and yellow vomit waves happen when, er, sheesh, um...

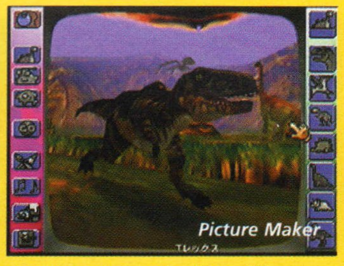
...Look it's very odd alright – we're doing our best.

Taken from the game running at the spring Tokyo Game Show. Max is a dab-hand with his new digital camera.

Eager waiting: oddworld

Space Jelly

Software Creations' 3D adventure, talked about in detail in last month's Eager waiting, has been canned. After giving the hyper-secretive Mancunian software house a call, **N64** discovered the game – previewed slightly at ECTS last year – first underwent a title change to *Moon Jelly*, before being put out to grass by the company. The reasons for this weren't outlined, however Creations did confirm to us that elements from the game would be used in one of their FIVE forthcoming N64 titles, currently being pieced together under three different publishers. The company's MD, Paul Hibbard, also told us they are working on *Picture Maker* for Nintendo.



Picture Maker

Deathmatch South Park

New! Acclaim this month confirmed that Iguana US would be doing the N64 conversion of the company's South Park licence. The unusual name – i.e. the 'Deathmatch' prefix – hasn't yet been confirmed as meaning the game will be a shoot-'em-up (though that would be a logical conclusion), however it *will* feature all the 2D, swear-friendly characters from the animated series. The most interesting part of the whole production, though, is going to be Nintendo's reaction to South Park's inhabitant's – how do you say? – *colourful* conversation. The game's release date has been set for just prior to Christmas. Should be interesting.

Taz 3D

Zed Two, creators of *Wetrix*, are hard at work on this, a 3D adventure featuring Taz of Looney Tunes fame. The game's not actually called *Taz 3D* – that's just the name we've attached to it (when we saw it running it didn't appear to have a name) – but it's *Mario* with a Looney Tunes licence. And that could be a winning combination. It certainly looked lovely, even in its very earliest form, and with Zed Two owners, Infogrames, currently toiling away on their *DKR*-smasher, *Looney Tunes Space Race*, early 1999 could prove to be a treat for fans of Warner Brothers' classic cartoons.

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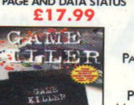

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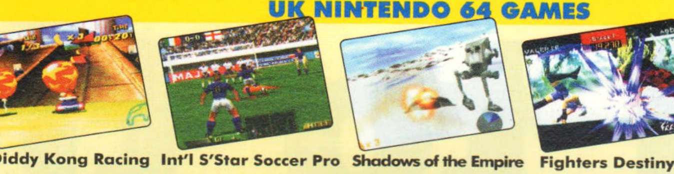

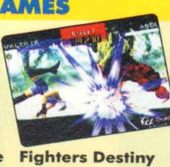

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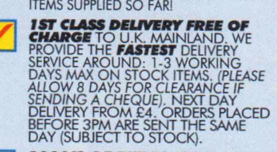

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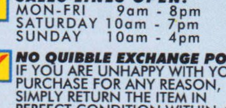

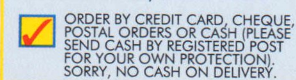

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Woah, wo, woaaaahhhh! One of F-Zero's tracks takes a turn for the vertical.

The game with "no backgrounds" gets a very large background indeed.

There's another bit of the track right above you.

Bashing the sides of the track will damage you.

NEW PICS!

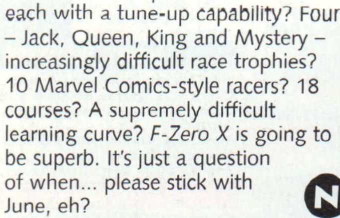
Pedal to the metal

F-ZERO X

NINTENDO	96M	1-4	JUNE(?)	SEPTEMBER

A plentiful supply of new screenshots doesn't necessarily suggest the release date is close. Just look at *Zelda*. But, we don't care. *F-Zero X* must *almost* be here. It *must* be. Especially given Nintendo's not-exactly-bustling release schedule over the coming months.

May's new shots show a jaw-droppingly lovely circular track, with no barriers and a silk-like covering, curling round and into the clouds. There're also more shots of the leg-crossingly exciting four-player mode, complete with no drop in visual detail or speed. 1000kmh+ worth of power? Up to 30 selectable vehicles, each with a tune-up capability? Four – Jack, Queen, King and Mystery – increasingly difficult race trophies? 10 Marvel Comics-style racers? 18 courses? A supremely difficult learning curve? *F-Zero X* is going to be superb. It's just a question of when... please stick with June, eh?



No fencing should mean crashes aplenty.

Nice bit of four-player. Fast, furious and, erm, fast. It's going to be quick, yes.

Skid out of the track and you'll die. Nasty.

Only 12th, eh? And cruising along at 777 kmh. Phew.

Go Go!! Speed Racer

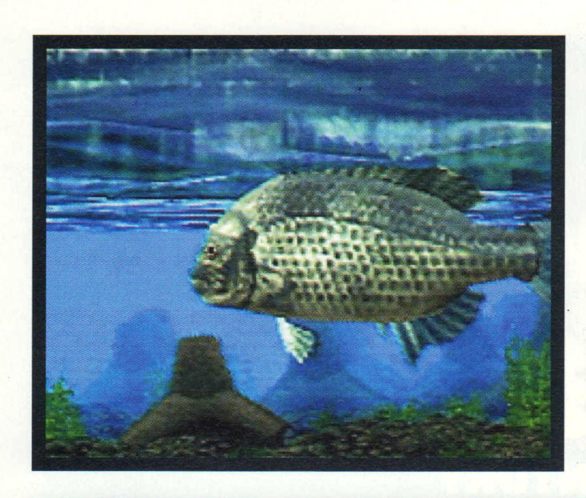
How does F-Zero X work, then? Well, casting our minds back to Space World and then drawing what we can from these shots, we'll take you on a tour...

King Cup. The third of four competitions – and the third most tricky. Choose and...

...You're onto the character select screen. Red Gazelle. That sounds nice, em no?

You can choose from one of two settings: practice or normal...

...And once it's all over you can embarrass yourself with a time.



Fish dish

THE LEGEND OF THE RIVER KING 64

VICTOR INTERACTIVE	64M	1-4	NOVEMBER	TBA

EXCLUSIVE!

Victor Interactive Software's Pack-in-Soft division are currently hard at work on *The Legend of the River King 64*, a strange old action, fishing and RPG hybrid of a game, and a timely 64-bit reworking of their own popular Game Boy version.

The odd proceedings are essentially divided into two main parts: full-on 3D 'fishing bout' sections and an RPG quest to find, and land, the River King itself (a massive, hunk of a mythical fish). And the results are looking impressive, with Victor's diligent artists making regular trips to Tokyo's Sea World during development, to ensure the results are super-smooth. And they are, with 500 polygon models exhibiting incredibly realistic fish-like movement (gaping mouths and gills, rapid direction-changes) – and all at 30 frames per second.

Victor use the infamous N64 fogging to enhance, rather than ruin, the sense of being in the murky underwater realm of the River King. The fish cleverly fade in and out, giving a real sense of depth. There are over 100 freshwater fish completed already, with a further 200 species planned.

The RPG element resembles more traditional 2D affairs, with an overland map, places to go and people to see – except that this is in 3D, and features a roaming camera. Landscapes vary in texture and elevation, and there is a seasonal change where, for example, your character (from a choice of six) has to trudge through the snow. Your 'quest' involves interacting with people, swapping fish for clues, or better fishing tackle, seeking refreshment in an inn or restaurant and so on and so forth; all directed towards ensuring that the big one doesn't get away.

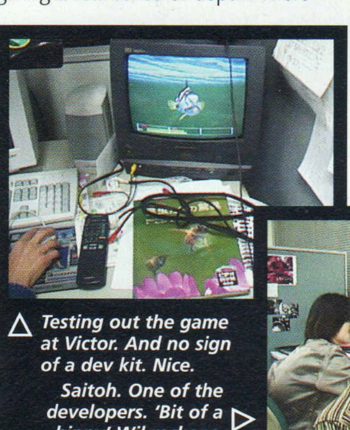
The Legend of the River King 64 is another title to fall happily in line with Mr Yamauchi's Space World '97 speech on nurturing and learning, encouraging players to interact sympathetically with the wildlife. It also includes various sprite-based 'sub-games'; there's one that allows you to collect different flora and fauna and there's also a screensaver function where you can feed and care for a whole aquarium.

The game is due for a November release in Japan, and a European release should hopefully follow.

Fat fish. Fat and round. Round like a circle. Okay, we don't know what it is.

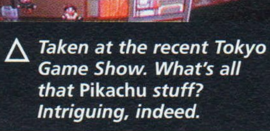
Fabulous fish, we think you'll agree. Tasty tail end too.

No wonder he's looking sad. We're having him for dinner.



Testing out the game at Victor. And no sign of a dev kit. Nice.

Saitoh. One of the developers. 'Bit of a hippy' Wil reckons. Looks like a laugh, eh?



Taken at the recent Tokyo Game Show. What's all that Pikachu stuff? Intriguing, indeed.

An ear to the ground

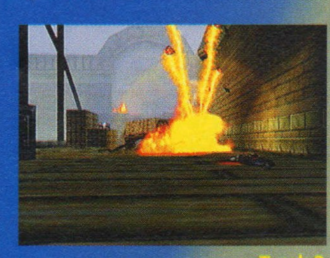
Daikatana, the game that's been a strongly rumoured part of our release list for yonks, has finally been confirmed for the N64. Developers, Ion Storm, suggested that after their PC version arrives in the winter, they will port the game over to the N64. The game uses the *Quake* engine, so expect a game similar to last issue's fairly good *Quake* conversion.

T•HQ are to publish ***Road Rash*** and ***Nuclear Strike*** for the N64. Both games will be developed by Don Traeger Productions (who-hell-they?) and both will feature new bits and bobs exclusive to the N64. "We are planning to accentuate the best features of the games while taking advantage of the N64 hardware", reckoned big cheese Traeger. Nice, then.

Atari are hard at work on an N64 version of hack 'n' slash classic, *Gauntlet*. The game will allow up to four players to take part in proceedings, just like the arcade original, with the settings being the usual atmospherically dark dungeons. There'll also be some sword 'n' sorcery as the characters are a mixture of wizards and elves.

Gauntlet – four-player D&D

Work on ***Turok 2*** is coming along nicely. Our pals in America have had a good play and reckon that its multiplayer deathmatch is easily comparable with *GoldenEye*'s. The one-player game is also pretty solid, though the opening levels are actually quite similar to the original's. More on ***Turok 2*** next issue.



Turok 2

Holy Magic Century (or *Quest 64* or *Eltale* – depending on where you are in the world) shows its true colours.

Now that's magic!

NEW PICS!

HOLY MAGIC CENTURY

IMAGINEER/KONAMI	96M	1	TBA	TBA

△ A giant demonic crow attack, naturally.

Finally, after what seemed like an age of looking at early carts of *Holy Magic Century* with not much more than a few graphical tweaks to separate them, what should pop up but our first look at the English language version of the game. Even with the inhabitants, of what is plainly a medieval-style fantasy world, sporting such un-RPG-like names as Brian and Sharon, we couldn't help but be impressed with what is now, once again (due to *Zelda*'s delay), the N64s first proper 3D RPG.

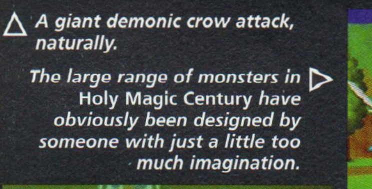
The first thing that took us by surprise was that the battle system now seems to be finalised, and what before seemed to be a confusing mess of glowing barriers, now makes perfect sense. When you're thrown into a battle, the larger of the two boundaries becomes the total combat arena and the one surrounding your character is the area in which you can move during your turn. Should you make it to the edge of the combat zone, you can escape the battle.

The mystery of the elements you can collect has also become clear although we had pretty much guessed their purpose already. Each time you collect a crystal you can choose to add it to any one of the four magic elementals – earth, water, fire and air. The more crystals the stronger the attack from that element. Simple. Further on in the game you can also combine elements for more powerful attacks.

With plenty of excellent locations to explore, and a neat day-to-night feature, *Holy Magic Century* looks set to fulfill all of its early promise. We'll be taking a much bigger look once the game gets a bit nearer its release date.

The large range of monsters in Holy Magic Century have obviously been designed by someone with just a little too much imagination. ▷

◁ Speech bubbles indicate that someone's got something to say. In this case it's probably some drink/age related nonsense.



Finding hidden elements is the key to building up the power of your magic attacks. ▽

△ He may be a wise old man with stacks of advice but did you know that he loves a party with a happy atmosphere?

△ Only seven hit points left leaves you just a tad puffed out.

Well at least it's more original than "the demon's been nicking all my magic herbs!". ▷

Trouble in paradise

LEGEND OF ZELDA: OCARINA OF TIME

NINTENDO	256M	1	4th Qtr	TBA

It was all going so well. If you were of a cynical frame of mind you might say *too* well. Sure, we were all disappointed when Nintendo announced at Space World that *Zelda* would not make it out in time for Christmas '97, and would instead drop back to April but we trusted Miyamoto and, hell, we even trusted the steely-eyed Yamauchi.

Unlike *Mother 3*, the constant supply of fresh screenshots gave us all hope that just a few months down the line we'd have the NCL blockbuster to end them all. If we were honest, though, we knew – deep in our hearts – that it would never be. And of course it wasn't.

So, was it not finished enough? Was the combat system so complicated that Nintendo of America felt that it just wasn't up to scratch? Or was it a falling out between Miyamoto and Yamauchi over whether the game should end up on a 64DD disk or cartridge? The rumours attempting to explain the decision to pull *Zelda* back, not merely a few months but to an unspecified time near the end of the year, are rife.

Little Link™ takes on some electric jellyfish deep inside the belly of a monster. Probably.

Ganon rides out in one of the filmic sequences Miyamoto's so proud of in Zelda. We can't see what all the fuss is about ourselves (er, that's a joke).

Link couldn't shake the feeling that someone was watching as he carefully carved out 'I woz ere' in the giant tree's bark.

Shigeru Miyamoto would have us believe that with all his EAD team's best ideas going into the game, an extended polishing-off period is more than warranted (after all, it's an excuse that worked for *Mario 64*). If that wasn't enough he's backing up his reasons for the delay by boasting (off the record, of course) that the combination of *Mario*-style adventuring and *Starfox*-esque movie elements makes *Zelda* a far better looking, and more immersive game, than either *Resident Evil 2* or *Final Fantasy VII*! Tough talk, indeed.

Start crossing off those calendar dates again. It looks like we're in for a long haul.

Sort of reminds you of that old TV series – Knightmare – on kids ITV, doesn't it?

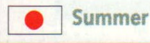
Zelda or Fantastic Voyage? Link or Donald Pleasence?

Link gets ready to fend off anyone angry at having to wait another six months to play his game.

Sowing the seeds of love

HARVEST MOON 64

PACK-IN-SOFT	96M	1	Summer	TBA



Just enough space to confirm that the N64's first farming sim/RPG is on its way. But, before you close the mag and run screaming in horror from the room, just relax and take in all of the facts. You might even take to the idea.

Granted, there aren't many monsters to slay, or dungeons to explore but, as Pack-In-Soft's previous *Harvest Moon* games – on the SNES and Game Boy – have proved, it takes a lot of gameplay to keep the crops coming up and the cows happy. And then (on the SNES version at least) there was the little matter of finding a girlfriend and getting married!

There's no word yet on what storyline will drive the N64 version, but with a proposed summer release date in Japan, things must be pretty advanced. We'll be taking a closer look very soon.

ASK FuSoYa

"Let me entertain you!" wails a Kiss-ed up Robbie Williams on FuSoYa's local radio station – Hobbit FM. Ha! The ex Take That-er doesn't know the meaning of the word. I bet he's never had the pleasure of refreshing his hit points at a nearby tavern, or discovering a hidden sword with world-saving mystical properties! Now that's entertainment! And that's the world of RPGs!

Although he's only signed himself as 'Ego' (hang on, wasn't that a big planet with a face in old Fantastic Four comics), these questions to FuSoYa cut to the very core of this column's editorial remit. Sorry, I accidentally cast 'efficient 1' on myself.

Dear FuSoYa
Lunar2, *Final Fantasy III*, *Chrono Trigger*, *Landstalker* and *Legend Of Zelda III* are my five favourite RPGs. What are yours?

Although we are in the pages of an N64 magazine, FuSoYa bears no grudges against other formats – even though his choices don't necessarily reflect this.

In no particular order I have particular hankerings for FFVIII (VI), Zelda IV: Link's Awakening, FFII (IV), Seiken Densetsu 3 *and* Chrono Trigger. *Although, after looking at the list, I can sense a square shaped pattern emerging here, so let's expand it to a top ten so that I can include* Earthbound, Terrianigma, Zelda III, Lunar: Eternal Blue *and* FFVII.

Are there any import stores that provide translations for RPGs?

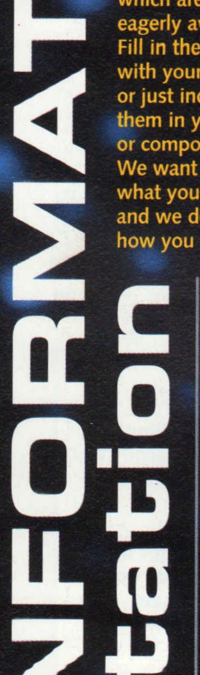
Game Cave in the states used to provide such a service but a trip to the Internet should provide results. Try www.phosphors.com

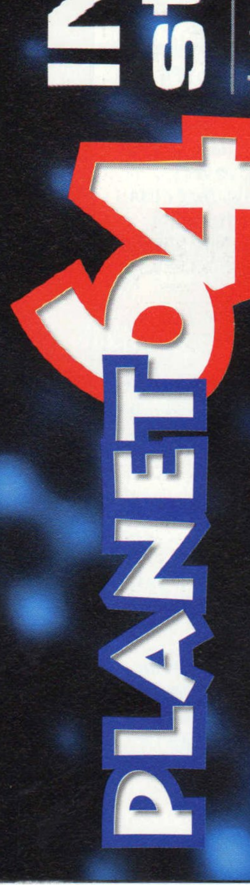
Was there a sequel to the SNES classic *7th Saga*?

There was and it was called Mystic Arc. *Sadly, it never made it outside of Japan.*

It's off back to *Harvest Moon* for old FuSoYa now. The cows are calling me. Don't forget, though, any RPG questions need to go to:

Ask FuSoYa
N64 Magazine
30 Monmouth Street
Bath BA1 6BW





Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

Top 10 Official UK N64 chart

Pos	Title	Publisher	Released	Chart movement	N64 review
1	GoldenEye 007	Rare/Nintendo	Released: 11/97	Last month's chart position – 2	Issue 9 94%
2	Yoshi's Story (NEW!)	Nintendo	Released: 4/98	New entry	Issue 15 86%
3	Quake (NEW!)	GT	Released: 4/98	New entry	Issue 15 79%
4	FIFA Road to the World Cup '98	EA Sports	Released: 12/97	Last month's chart position – 5	Issue 10 83%
5	Fighters Destiny	Ocean	Released: 3/98	Last month's chart position – 1	Issue 13 86%
6	Diddy Kong Racing	Rare/Nintendo	Released: 12/97	Non-mover	Issue 10 90%
7	Snowboard Kids	Nintendo/Atlus	Released: 3/98	Last month's chart position – 3	Issue 14 86%
8	WCW vs NWO: World Tour	T•HQ	Released: 2/98	Last month's chart position – 4	Issue 12 70%
9	Super Mario 64	Nintendo	Released: 3/97	Last month's chart position – 7	Issue 1 96%
10	Mario Kart 64	Nintendo	Released: 6/97	Last month's chart position – 8	Issue 4 91%

Top 5 Import chart

Source: Project K

Pos	Title	Publisher • Genre	N64 review
1	1080° Snowboarding	Nintendo • SPT	N64 Issue 14 – 89%
2	Mystical Ninja	Konami • RPG	N64 Issue 14 – 90%
3	Yoshi's Story	Nintendo • PLT	N64 Issue 15 – 86%
4	GoldenEye 007	Rare/Nintendo • ACT/SHT	N64 Issue 9 – 94%
5	G.A.S.P! Fighters NEXTream	Konami • FGT	N64 Issue 15 – 52%

N64 5 Most played

Pos	Title	Publisher	Genre	N64 review
1	World Cup '98	EA	SPT	Issue 16 TBA%
2	Forsaken	Acclaim	SHT	Issue 16 87%
3	Quake 64	GT	SHT	Issue 15 79%
4	Rampage World Tour	Midway	ACT	Issue 16 64%
5	Yoshi's Story	Nintendo	ACT	Issue 14 86%

N64 5 Most wanted

Pos	Title	Publisher	Genre	Release
1	Banjo-Kazooie	Nintendo	ACT	Japan: April; UK: June
2	Bond Engine Game™	Rare	ACT/SHT	USA: TBA; UK: TBA
3	Mission: Impossible	Ocean/Infogrames	ACT	USA: September '98; UK: September '98
4	ISS '98	Konami	SPT	Japan: June; UK: September
5	Legend of Zelda	Nintendo	ACT/RPG	Japan: 4th Quarter '98; UK: TBA

Readers 5 Most played

Pos	Title	Publisher	Genre	N64 review
1	GoldenEye 007	Rare/Nintendo	ACT/SHT	Issue 9 94%
2	Diddy Kong Racing	Rare/Nintendo	RAC	Issue 10 90%
3	Super Mario 64	Nintendo	ETC	Issue 1 96%
4	Mario Kart 64	Nintendo	RAC	Issue 4 90%
5	Lylat Wars	Nintendo	SHT	Issue 8 90%

Readers 5 Most wanted

Pos	Title	Publisher	Genre	Release
1	Legend of Zelda	Nintendo	ACT/RPG	Japan: 4th Quarter '98; UK: TBA
2	Banjo-Kazooie	Rare/Nintendo	ACT	Japan: April; UK: June
3	Mission: Impossible	Ocean/Infogrames	ACT	USA: September '98; UK: September '98
4	F-Zero X	Nintendo	RAC	Japan: TBA; UK: TBA
5	Turok 2	Acclaim	ACT/SHT	USA: Summer '98; UK: Summer '98

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

NEW! Now with easy to spot UK release dates. Just look for the titles in a dark blue bar!

	Game name	Publisher	Type	Country
May 1998				
	Bio Tetris	Bottom Up	ETC	JPN
	Kiratto Kaigetsu	Imagineer	TAB	JPN
	Snow Speeder	Imagineer	SPT	JPN
	Super Robot Spirits	Banpresto	FGT	JPN
	Twisted Edge Snowboarding	Kemco	SPT	USA
	Sim City 2000	Infogrames	SLG	UK
	Forsaken	Acclaim	SHT	US/UK
	World Cup '98	EA	SPT	US/UK
June				
	GT 64	Infogrames	RAC	UK
	F-Zero X	Nintendo	RAC	JPN
	ISS '98	Konami	SPT	UK
	Rev Limit	Seta	RAC	JPN
July				
	Banjo-Kazooie	Nintendo	ACT	UK
1998				
early	Centipede X	Midway	SHT	US
spr.	Jungle Emperor Leo	Nintendo	–	JPN
spr.	Cruis'n World	Midway	RAC	US
sum.	Body Harvest	Nintendo	SHT	US
sept.	F-Zero X	Nintendo	RAC	UK
sept	Silicon Valley	DMA/Take 2	ACT	UK
sept	UEFA Soccer	Infogrames	SPT	UK
sept	Mission: Impossible	Infogrames	ACT	US/UK
sept	Tonic Trouble	Ubi Soft	ACT	US/UK
sept	Buck Bumble	UbiSoft	ACT	US/UK
aut.	UEFA Soccer	Infogrames	SPT	UK
aut.	Legend of Zelda Ocarina of Time	Nintendo	RPG	JPN
aut.	Reckin' Balls	Acclaim	PUZ	US/UK
oct.	GEX: Enter the Gecko	Midway	ACT	US/UK
nov.	Shadowman	Acclaim	ACT	UK
nov.	Rat Attack	Mindscape	ACT	UK
wint.	Unreal	GT	ACT	US
	Earthworm Jim 3D	Interplay	ACT	US/UK
	Acclaim Sports Soccer	Acclaim	SPT	US/UK
	Aeon Flux	GT	ACT	US/UK
	All-Star Baseball	Acclaim	SPT	US/UK
	Art of Fighting Twin	Infogrames	FGT	UK
	Attack!	Midway	–	US
	Bio Freaks	GT	FGT	US
	Blues Brothers 2000	Titus	ACT	UK
	Bust-a-Move 2	Acclaim	PUZ	US/UK
	Conker's Quest	Nintendo	ACT	JPN/US
	Daikatana	Ion Storm	SHT	US
	Dazaemon	Scheedle	ETC	JPN
	Deathmatch South Park	Acclaim	ACT	US
	Dragonstorm	TBA	RPG	US/UK
	Duke Nukem: Time to Kill	GT	ACT	US/UK
	Extreme G 2	Acclaim	RAC	US/UK
	F1 Racing '98	UbiSoft	RAC	UK
	Flights of the UN	Video Sys.	SHT	JPN
	Golf	Nintendo	SPT	JPN
	Grand Prix Race	Video Sys.	RAC	JPN
	Hybrid Heaven	Konami	ACT	JPN
	Jest	Infogrames	ACT	UK
	Jungle Emperor Leo	Nintendo	ACT	JPN
	Ken Griffey Baseball	Nintendo	SPT	US
	Kirby's Air Ride	Nintendo	RAC	ALL
	Legend of Zelda Ocarina of time	Nintendo	RPG	UK
	Looney Toons Space Race	Infogrames	RAC	US/UK
	Mortal Kombat 4	Midway	FGT	US/UK
	NBA Jam 98	Acclaim	SPT	US
	Pachinko: 365 Days	Seta	ETC	JPN
	Picture Maker 64DD	Nintendo	ETC	JPN
	Pikachu Genki Dechu	Nintendo	ETC	JPN
	Pocket Monsters 64DD	Nintendo	RPG	JPN
	Polygon Maker 64DD	Nintendo	ETC	JPN
	Powerslide	Emergent	RAC	US
	Puma Street Soccer	Sunsoft	SPT	JPN/UK
	Quest for Camelot	Titus	–	US
	Roadsters '98	Titus	RAC	UK
	Robotech: Crystal Dreams	Take 2	ACT	US/UK
	Sim Copter	Maxis	SIM	US
	Space Circus	Infogrames	ACT	US/UK
	Spooky	ICE	ACT	US/UK
	Superman	Titus	ACT	UK
	Talent Maker 64DD	Nintendo	ETC	JPN
	Taz 3D*	Infogrames	ACT	UK
	Tennis	Ubi Soft	SPT	UK
	Thornado	Factor 5	SHT	US
	Turok 2	Acclaim	SHT	US/UK
	Ultra Donkey Kong	Nintendo	ACT	JAP
	V-Rally 64	Infogrames	RAC	UK
	WCW Game	EA	ACT	US
	World Grand Prix	Video Sys.	RAC	JPN
No release date yet				
	7th Legion	Epic	–	US
	Bond Engine Game*	Rare	SHT	US/UK
	Buggy Boogie	Nintendo	RAC	JPN
	Hybrid Heaven	Konami	RPG	JPN
	Dracula 3D (Castlevania 64)	Konami	ACT	ALL
	F-Zero X (add-on disk)	Nintendo	RAC	JPN
	FIFA '99	EA	SPT	UK
	Ghouls and Ghosts 64	Capcom	ACT	JPN
	Jack and the Beanstalk	Nintendo	–	ALL
	Joust X	Midway	SHT	US
	Jikkyo Golf Tournament 98	Konami	SPT	JPN
	Kindaichi's Accident File	Hudson	–	JPN
	Knife Edge	Kemco	SHT	US
	Legion X	Hudson	–	JPN
	Loderunner 64	Bandai	ACT	JPN
	Mother 3	Nintendo	RPG	JPN
	Puzzle Game*	Capcom	PUZ	JPN
	Rugrats	T•HQ	ACT	US
	Sim City 64DD	Nintendo	SLG	JPN
	Space Jelly	Soft. Creat.	ACT	UK
	Street Fighter 64*	Capcom	FGT	JPN
	Super Mario 64 2	Nintendo	ACT	ALL
	Super Mario RPG 2	Nintendo	RPG	ALL
	Top Gear Rally 2	Kemco	RAC	ALL
	Top Gear Rally 64DD	Kemco	RAC	ALL
	VR Baseball	Interplay	SPT	—

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
SLG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send

VOTE!

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in.

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which one you'd like on the slip.

LAST MONTH'S WINNER: Robert Iveson from Leeds wins a copy of Yoshi's Story

PLANET 64 INFORMATION station

Top 5 vote n' draw

My five most played games are:	My five most wanted games are:

Name

Address

Post Code

Game wanted

N64 MAGAZINE

1998 Reader Awards

It's your vote that counts

Bigger than the Brit Awards! More exciting than the Oscars! N64 Magazine's Reader Awards roll into town and you've named the greatest N64 game in the world...

◁ *Issue 13 – the bumper, first birthday bonanza! If you were unfortunate to miss out just turn to page 101 to order your back issue.*

It took hours of sweaty decision-making before we even came close to choosing our top ten N64 games of all time. We toiled and scrapped, shouted and cried, grabbed Wil by the scruff of the neck and shook him vigorously (that last one *really* helped relieve tension) and at that point we hadn't even reached number *20* in our top ten.

But, eventually, we came to our conclusions, placing *GoldenEye* at the top of the tree – and perhaps rather controversially – above *Mario 64*, the oft-declared 'greatest videogame in the world'. Our reasons were outlined then, and we stick by them. We also stick by our reasons for putting – amongst others – *Mario Kart* above *DKR* and the unfashionable *Pilotwings* at number four. But, how do our choices tie in with those of you, the readers?

The results

20-11 More popular, more sought-after, but not quite good enough to make it into that illustrious top ten, here are the almost there's...

20 ***Nagano Winter Olympics:*** 50 votes
19 ***WCW vs NWO: World Tour:*** 74 votes
18 ***Extreme G:*** 76 votes
17 ***Shadows of the Empire:*** 80 votes
16 ***Fighters Destiny:*** 98 votes
15 ***Top Gear Rally:*** 126 votes
14 ***Duke Nukem:*** 134 votes
13 ***Snowboard Kids:*** 144 votes
12 ***Blast Corps:*** 216 votes
11 ***Yoshi's Story:*** 248 votes

10-20 And so we climb into the top ten. These are your most popular games and we completely agree with you. Sort of...

10 *Pilotwings 64* 278 votes

Its placing at number ten finally establishes *Pilotwings* as being the N64's most underrated game. Perhaps this minor success could spell some renewed interest in hang-gliding, eh?

9 *Turok: Dinosaur Hunter* 302 votes

Second to *GoldenEye* but still a fabulous shoot-'em-up in its own right, confirmed by your enthusiastic voting. The sequel should ensure *Turok* lives on as an N64 benchmark.

8 *FIFA '98: RTWC* 304 votes

The re-invention of *FIFA* has done much for its reputation and sales and, judging by your voting, it's now a firm favourite again. Or, is it just because it's got that licence?

7 *Wave Race 64* 328 votes

Wave Race is back! After it slipped like soggy seaweed from our top ten, it returns triumphantly at number seven thanks to a healthy mixture of second and third place voting.

6 *ISS64* 996 votes

The greatest football game of all time slips in at number six (the same placing as in our top ten) and – finally! – there's the confirmation we've been waiting for: *ISS64 is* better than *FIFA*.

5 *Lylat Wars* 1496 votes

Another exact mag/reader placing for *Lylat Wars*. Space shooters don't get better, with Nintendo demonstrating again their supreme design skills. A firm favourite for us all.

4 *Mario Kart 64* 1590 votes

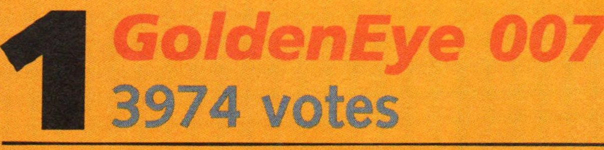
The readers fight back! *Mario Kart* is officially *not as good* as *DKR*. There must be an administrative error somewhere but... gah.. no, we must accept it. *The* genuine shock result.

3 *Diddy Kong Racing* 1826 votes

And so here's the best racer on the N64. With a massive 913 votes, *DKR* storms home in first place, ensuring Rare beat Nintendo at their own game. Tsk. But, what about the multiplayer...?

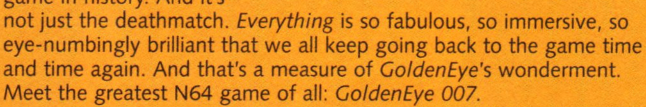
2 *Super Mario 64* 3088 votes

The 'greatest videogame in the world'? Well, not quite. But, *Super Mario 64* still holds a very, *very* special place in all our hearts and is *still* a breathtaking game.



1 *GoldenEye 007* 3974 votes

We thought we were going out on a limb with this one. Plainly not. Look at the distance between votes. *GoldenEye* captured your imagination more than any other game – including *Super Mario 64* – and the reasons are obvious. Everyone knows *this* is the most frequently played N64 game in history. And it's not just the deathmatch. *Everything* is so fabulous, so immersive, so eye-numbingly brilliant that we all keep going back to the game time and time again. And that's a measure of *GoldenEye*'s wonderment. Meet the greatest N64 game of all: *GoldenEye 007*.



OUR VOTE
Here's the top 20 as voted by the **N64** team in issue 13:

20 *Fighters Destiny*
19 *Duke Nukem*
18 *Madden 64*
17 *Top Gear Rally*
16 *Tamagotchi World*
15 *Mischief Makers*
14 *O-Sumo 64*
13 *Puyo Puyo 64*
11= *Snowboard Kids*
11= *Wave Race 64*
10 *Turok: Dino Hunter*
9 *Yoshi's Story*
8 *Diddy Kong Racing*
7 *Blast Corps*
6 *ISS64*
5 *Lylat Wars*
4 *Pilotwings 64*
3 *Mario Kart 64*
2 *Super Mario 64*
1 *GoldenEye 007*

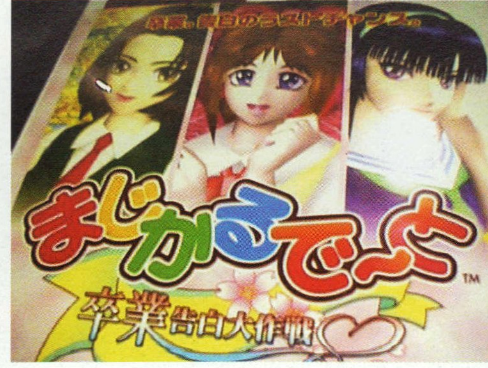
WINNERS
The first voting slip out of the **N64** hat belonged to Thamar Al Sheikh from Middlesex. He wins a copy of *Goemon*. Next out was Matt Holden from Manchester who wins Wil's System Rack DX, and third was James Poplett from Stevenage. He wins the Soft Rack. We're really sorry, Wil.

日本製

Unimmer

An exclusive insight into the Japanese dating game. Odd? Yes, you guessed it.

It seems to me that the whole point of a sim game is to simulate an environment, or activity, that would be difficult to recreate for yourself. It's a bit of a pain, for example, to have to go off and find 21 mates to stage a game of footy, or kit up for a dog-fight in an F22 when you're 14 and live in Coventry. So a flight sim generates all the involvement and excitement of the real thing, allowing you to really live the experience without having to stand in a bag of tomato feed for three weeks, and then lie about your age at the RAF recruitment office down town. That's the point of them, I'd say.

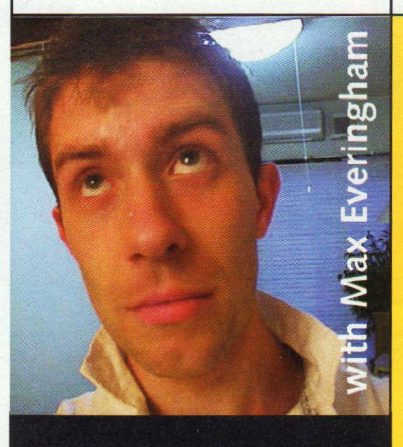


△ *The choice is yours: Sporty, Ginger or Posh.*

This surely cannot be a healthy pastime for small Japanese boys. ▷

But something I've been noticing lately in Japan, is the growth of simulation games which appear to be heading in the opposite direction – rather than going for immersion, it's almost as if they're intentionally aiming to distance the player, unimmersion, if you like. I can understand, if not actually want to keep playing, the horse-racing simulators that have you astride a plastic horse, jacking wildly for all you're worth, just to get the win. (Horse-racing is popular here – the only form of legalised betting – and it costs serious money to buy a thoroughbred gee-gee of your own.) But then there are the others.

Take, for instance, the astoundingly popular girlfriend simulator. The very description has you wondering what kind of strange knobs, and other appendages, the makers might include in order for the player to get the most out of his 100 yen. Yet, disappointingly, these machines look just the same as all the regular arcade boxes: a couple of buttons and a stick thing. The object of the game is



with Max Everingham

MADE IN JAPAN

When Max isn't running around looking for excuses to peer up poor girls' skirts, he's frantically rummaging for all the latest news and gossip from our Nintendo cousins in the East.

Konami win World Cup!

Well, in Japan anyway...

There's something strange going on at Konami HQ. Whilst the European and American versions of *ISS '98* have been put back all the way to a disappointing August/September slot, the Japanese version, *Jikkyou World Soccer '98*, is still very much on for June. *And*, it'll come complete with the official World Cup licence.

Why? Well, there's a bit of confusion here, particularly as EA were believed to have the worldwide FIFA licence for *their* football games. But, after last year's double, non-licenced outings – *J-League Perfect Striker* and *Jikkyou World Soccer 3* – Konami appear to have nabbed the much-sought-after licence for themselves or, at least, to use in conjunction with EA's effort.

The major coup here though, is that the *FIFA* games don't tend to do very well in Japan – certainly, last year's *FIFA '98: Road to the World Cup* distinctly under-achieved – so Konami now not only have the finest football game in existence, but the official licence to go with it. Total football, you could say.

The only bad thing to come out of this whole thing, is that Japanese N64 owners won't be able to experience the immense vocal talent of the BBC's silken ice-cream machine, Tony Gubba. Instead, they'll have to be content with Tom G, the same commentator who featured in last year's *Jikkyou* game. Be sure, **N64** Magazine will be first with an import review when *Jikkyou World Soccer: The World Cup In France '98* hits the shelves. I can't wait. *NFL QuarterBack Club '98*, *64 O-Sumo*, it's about time I had a play of something a little less, ahem, niche.

sion?

My third example, perhaps easier to appreciate, is the fishing game. Another runaway phenomenon here in Japan, the fishing simulator game has spread from the arcade *Bass Fishing* type box over to consoles. (Victor Interactive Software, for instance, are just about to release a wonderfully-realistic fishing title for our N64s, called *Legend of River King 64* – previewed on page 32.) But realistic or no, it's not that hard to pick up a rod and tackle and find a nice stretch of water, is it? On an island. I'm probably just getting old but I laughed when I saw the first fishing arcade game and still shake my head in disbelief every time a new one comes along. It just doesn't seem right.

△ *Not quite sure what's been said, but that appears to be a look of sheer horror...*

...Still, keep trying. ▷

to persuade an on-screen Manga girl to like you, which you do by responding 'appropriately' to the questions she asks. I have to say this: why don't they just go and ask a real-life girl out? You know, actually go over to the flesh-and-blood human version and speak to them? Little wonder that over three-quarters of Japanese women under 30 years old are single.

Then there's the photo-taking machine which, incredibly, actually encourages you to take snaps up the girls' skirts. Admittedly, attempting this in real-life might be inadvisable – not to mention sad.

Choose your weapon

Whether I like it or not, there's a new wave of controllers designed specifically for these simulation games. To aid you in your fishing antics there's everything from a handheld reel atop a normal cabinet, up to a full-size rod to thrash about with. For train spotters, how about an authentic train-driver's control unit? Or would sir be interested instead in a pulse-reader so your cartoon heart-throb can feel yours too? Ye gods. With *Air Boarder 64* cruising the streets now, I see Human didn't answer my prayers with the skateboard peripheral. Back to the drawing board...

△ *Taito's* Densha De Go! *Lo-speed train fun and no minding the gap.*

Get Bass! Sadly there's no option to take a quick nap and race your maggots instead. ▷

Hongo-san speaks

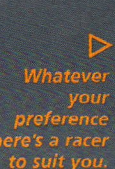
Quizzed about a sequel to *Starfox*, Mr Hongo was unable to deny outright that one would be made. "Mr Miyamoto put everything he wanted to include in the original", we are told, "...So there are no plans for *Starfox 2* ...Unless some new ideas come up." Which they always seem to do, eh?

Legend of River King 64 and Moon 64

And they keep on coming. Under development at Victor is a new fishing game called *Nushizuri'* (*Legend of River King* is the working English title). Saitoh-san, Publicity Director for VIS, is keen to point out that the 3D representations of the fish, when caught, are tremendously realistic and that the game is a 'heart-warming' experience all-round. Doesn't translate all that well, but there's no denying that it has the same kind of pacifying effect as those lovely digitized fish aquaria.

A 64-bit version of the huge "gardening RPG" hit, *Harvest Moon GB* on the Game Boy, *Moon 64* seems set to take the desired 'nurturing' software for the N64 one literal step further. The GB version allowed players to plant seeds and then watch them grow, along with tending to other essential farm-like duties, such as milking cows.

F-Zero



▷ *Whatever your preference there's a racer to suit you.*

Latest details emerging for this June release reveal a plethora of oddly-named chaps (whose vehicles are seemingly named after animals), ten of whom appear to be the game's central characters. Unlike previous racers (*Wave Race* for example), it isn't possible to modify the machines' top speed or acceleration, but there are so many of them, with wildly varying capabilities, that this doesn't really matter. Here's a taster:

Captain Falcon	**Machine:** Blue Falcon – totally balanced racer
Pico	**Machine:** Wild Goose – fast acceleration
Jody Summer	**Machine:** White Cat – high top speed
Dr. Stewart	**Machine:** Golden Fox – light and fast
Samurai Goroh	**Machine:** Fire Stingray – heavy and balanced
MM Gazelle	**Machine:** Red Gazelle – extremely light, balanced

LEARN JAPANESE

With a huge percentage of women under 30 in Japan still single, any dashing Western types wishing to wine, dine and romance a nipponese lady needs a suitably flash repertoire. Hence...

こんにちわ，お名前は
Konnichi wa. O-namae wa? = 'Hi, what's your name?'

私の友達は貴方が好きです
Tomodachi wa, anata ga, suki desu = 'My friend likes you.'

釣をにいきましょうか
Tsuri ni ikimasho ka? = 'Can I interest you in a spot of fishing?'

"xxxxxx", いかがですか
"xxxxx" ikaga desu ka = 'How about a "xxxxx" (substitute your own ideas here).'

ほらスイートピー.夕方に,何をしていますか
Hora suiitopi. yugata ni, nani o shite imasu ka?! = 'Hi sweet thing. What're you doing when the sun goes down?'

GOLDENEYE 007 spymaster competition

What a response! We set you what we thought would be a difficult task and, once again, you proved us wrong. With the help of some sneaky tactics...

There was one slight oversight in our *GoldenEye* Spymaster Competition in issue 13. See, in the first qualifying round, we asked you to achieve a 90%+ success rate for head shots, believing you would work your way carefully through the level, picking off the soldiers with the help of some expert reactions and accuracy. Because time didn't matter.

Instead most people cheated. We didn't believe for one minute that you would just lug a single bullet in one soldier's head and then complete the level. We thought you might, at the very least, kill upwards of ten soldiers. In fact, most of you stepped out of the toilet, went down the back steps and shot that bloke with the keycard. *And that was it.* Tsch.

Still, there was some serious boy/men separation on the Decider. Complete the level in as fast a time as possible was the mission and there was some impressive times. But, in trying to keep the British end up, you Blighty boys failed dismally. If you were Dutch, however, secret agenting seemed considerably easier. Just look at this...

So...

Well, with the ever-so-slightly talented Patrick Wessels from Holland clocking in with a stunning time of 31 seconds (*You should have seen him go!* – Ed), fellow countryman Steven Zwartjes managing similar things – but with a slightly inferior Silo time – and Per Lungarten from lovely Norway sneaking in at third, it would seem our European cousins are the people to watch on *GoldenEye*. Only Chris Parkinson from Nottingham was close with a rip-roaring but just-not-quite-good-enough 32 seconds.

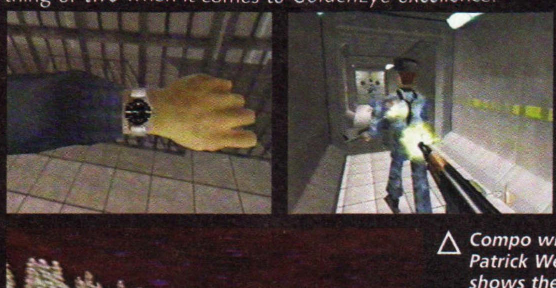
So, what does this mean as far as round four goes? Well, sadly, we've had to put round four to bed as the MI5 budget doesn't stretch to three foreign agents' travelling expenses. M's got a tight hold on the old office safe. However, we will be sending each one their respective prizes. Steven will receive his much-coveted Silver Licence to Kill while Per will rejoice at the sight of his Bronze version. And, from this day forth, Patrick Wessels – complete with Golden Gun trophy and Gold Licence to Kill – shall be known as The Greatest *GoldenEye* Player in Europe. Congratulations, indeed...

GOLDENEYE spymaster competition

The winning mission

How did he do it?

As far as we could see, Patrick had no special tricks to his Bunker mission – he just moved like the wind. His winning video showed the route he took (and that he got a bit lucky with one or two of the guards), but hats off to the boy – he's certainly shown us Brits a thing or two when it comes to *GoldenEye* excellence.



Compo winner, Patrick Wessels shows the GoldenEye foot soldiers a hearty Dutch welcome.

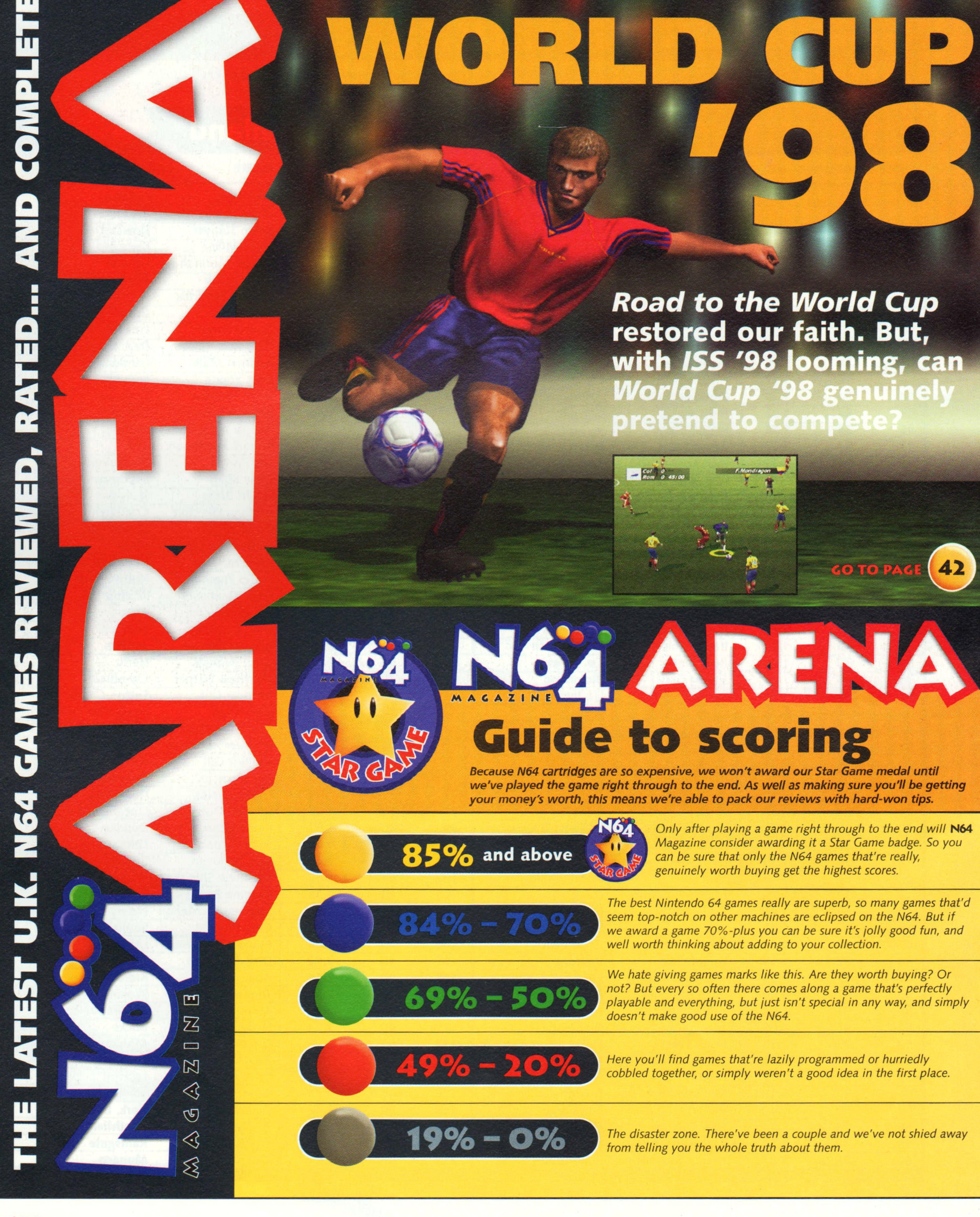
Ah, the sight of Bond and Natalya pelting it clear of the Bunker. A sight for sore eyes, indeed.

Spymaster: how they stand

This is how things finished. The Decider is your time in seconds and the Q2 time (Silo) determines who goes above who, should there be a tie in the first column...

First 31 1.31 Patrick Wessels Rotterdam, Holland

POSITION	DECIDER	Q2	NAME	ADDRESS
2	31	1.34	Steven Zwartjes	Dordrecht, Holland
3	31	1.42	Per Lungarten	Oslo, Norway
4	32	2.20	Chris Parkin	Nottingham
5	33	1.29	Christopher Iles	Swindon
6	33	1.30	Cameron Angus	Glossop
7	33	1.31	Philip Dixon	Swindon
8	33	1.33	Jason Salucideen	London
9	33	1.46	Aaron McCoy	Kildare, Ireland
10	33	1.49	Stephen Ackland	Swansea
11	34	1.28	Andrew Hannath	Swindon
12	34	1.36	Jason Lyne	Swindon
13	34	1.37	Martin Sturrock	Cheshire
14	34	1.39	Piet den Dulk	Heemerveen
15	34	1.52	Billy Wong	Glasgow
16	34	1.56	Simon Biggs	St. Ives
17	34	2.07	Adam Birch	Bristol
18	34	2.22	Will Tew	Swindon
19	35	1.32	Ivan Oud	Amsterdam, Holland
20	35	1.38	Jimmy Hor	Manchester
21	35	1.47	Ben Curthoys	Torrington
22	35	1.48	Martyn Bibby	Widnes
23	35	2.01	Jamie Reilly	Middlesex
24	35	2.27	Andrew McGrae	Southport
25	36	1.39	Michael Williams	Exeter
26	36	1.40	Jonathan Murray	Weymouth
27	36	1.40	Andrew McCue	Herts
28	36	1.40	Richard GS	Middlesex
29	36	1.43	Kevin 'The Rev' M	Kirkintilloch
30	36	1.45	Ross Finker	Co. Down
31	36	1.48	Oliver Gray	Richmond
32	36	1.49	James Hurst	Haslemere
33	36	1.54	Darren Askew	Cleveland
34	36	2.06	Luke Fisher	Kingston
35	36	2.22	Joe Timms	Ashcott
36	36	2.23	Steve Salter	Exmouth
37	36	2.26	Robert Murphy	Dublin, Ireland
38	36	2.32	Tim Somerville	Yeovil
39	36	2.32	Kieran Sandom	Herts
40	36	2.52	Jay Ghumania	Welwyn G City
41	37	1.35	Mark Green	Cheltenham
42	37	1.35	Steve L	Haverhill
43	37	1.38	Sam Hill	Buckingham
44	37	1.39	Martin Pickering	Denbigh
45	37	1.40	Craig Walker	Newark
46	37	1.45	Iain Gray	Renfrewshire
47	37	1.48	Adam Patterson	Co. Down
48	37	1.58	Andrew Roper	Bedford
49	37	1.59	Martin Conroy	Leeds
50	37	2.00	Oliver Adamek	Bognor Regis
51	37	2.04	Antony Bromley	Herts
52	37	2.06	James Hall	Cheltenham
53	37	2.15	Mark West	Herts
54	37	2.16	Thomas Kennedy	Liverpool
55	37	2.17	Martin Hall	Dover
56	37	2.18	Rikki Porter	Bristol
57	38	1.40	Phil Kingston	Edinburgh
58	38	1.44	Nick Dearing	Chester
59	38	1.54	Matthew Parkin	Newcastle
60	38	2.01	Mark Clapperton	Folkestone
61	38	2.03	Paul Taylor	Poynton
62	38	2.04	Chris Thompson	Oldham
63	38	2.26	Jason Stanyer	Newcastle
64	38	2.29	Chris Miles	Banstead
65	38	2.40	Ciaran Morinan	London
66	38	2.43	Craig Jacob	Pontypridd
67	38	2.46	Charles Griffiths	Ascot
68	39	1.29	Tom Pepin	Cumbria
69	39	1.35	Danny Dunn	Lincolnshire
70	39	1.37	Gary Kerr	Darlington
71	39	1.38	Andrew Mills	Londonderry
72	39	1.38	Kern Young	Somerset
73	39	1.39	Keith Watson	Glasgow
74	39	1.40	Richard Knowles	Cobham
75	39	1.40	Patrick Anderson	Mirfield
76	39	1.46	Robert McMahon	Kent
77	39	1.46	Lee Riley	Blackburn
78	39	1.46	Rene Stam	Dordrecht, Holland
79	39	1.49	Adam Bates	St. Ives
80	39	1.49	Andrew Elkerton	Cranleigh
81	39	1.54	David Nicol	Cambridge
82	39	1.55	Richard Barker	Herts
83	39	1.57	Matt Harper	Highnam
84	39	1.58	Philip Tupman	Nottingham
85	39	1.59	Gary Thomson	Midlothian
86	39	2.05	Stu Midwinter	Bristol
87	39	2.05	Rob Mitchell	Sheffield
88	39	2.06	Ahmed Osman	London
89	39	2.06	Elliot Roberts	Herts
90	39	2.07	Matthew Harper	Cwmbran
91	39	2.10	Jorawar Gill	Sutton Coldfield
92	39	2.19	Greg Clark	Houghton-Le-Spring
93	39	2.23	Paul Broughton	Sheffield
94	39	2.27	Andrew Hodgson	Cumbria
95	39	2.29	Jodhbir Gill	Sutton Coldfield
96	39	2.34	Jay Slack	Doncaster
97	39	2.42	Colin Shields	Co. Down
98	40	1.35	Richard Dunn	Lincolnshire
99	40	1.37	Keith Morrow	Dundee
100	40	1.40	Chris Roberts	Leicester
101	40	1.49	Ben Donovan	Bucks
102	40	1.53	Matthew Shingleton	Walsall
103	40	1.53	Graeme Beech	Sunderland
104	40	1.53	Stephen McMahon	Newry, N. Ireland
105	40	1.53	Gary Phillips	South Shields
106	40	2.04	Martin Townsend	Leicester
107	40	2.10	Dirk Kerkmofs	Belgium
108	40	2.14	Adam Sayers	Kinross
109	40	2.17	Tom Norman	Woking
110	40	2.18	Mark Hennessy	Kildare, Ireland
111	40	2.24	Neil Gorton	Bucks
112	40	2.25	Dinyar Sarkari	Middlesex
113	40	2.30	David Lam	London
114	40	2.31	Terry Georgeson	London
115	40	2.35	Gordon Willmott	Edinburgh
116	40	2.43	Manolis Kalaitzake	Cork, Ireland
117	40	2.51	Adam Saluidge	Heathfield
118	40	2.59	Steve Ridley	Ramsgate
119	40	2.61	Clare Upshall	Monaco



Guide to scoring

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.

85% and above	Only after playing a game right through to the end will **N64** Magazine consider awarding it a Star Game badge. So you can be sure that only the N64 games that're really, genuinely worth buying get the highest scores.
84% - 70%	The best Nintendo 64 games really are superb, so many games that'd seem top-notch on other machines are eclipsed on the N64. But if we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.
69% - 50%	We hate giving games marks like this. Are they worth buying? Or not? But every so often there comes along a game that's perfectly playable and everything, but just isn't special in any way, and simply doesn't make good use of the N64.
49% - 20%	Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.
19% - 0%	The disaster zone. There've been a couple and we've not shied away from telling you the whole truth about them.

AERO FIGHTERS ASSAULT

Remember this? Now it's out on PAL!

GO TO PAGE 48

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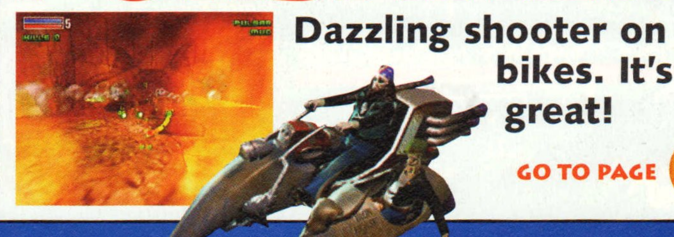


Dazzling shooter on bikes. It's great!

GO TO PAGE 50

WAYNE GRETZKY'S 3D HOCKEY '98

More ice. Which is nice.

GO TO PAGE 56

RAMPAGE WORLD TOUR

80's monkey game returns!

GO TO PAGE 57

IMPORT ARENA

The games they're playing in America and Japan.

AIR BOARDER 64

Weird goings-on in a world with no people. Very odd?

GO TO PAGE 58

JEOPARDY

Wheel of Fortune sequel. And the bad news? It's worse.

GO TO PAGE 60

HOW IT WORKS

Team 64 are gaming experts – they've been knocking around the nether regions of electronic entertainment for donkey's years. They've been hand-picked according to their ability to: a) play games and finish the great ones, b) make definitive judgements and, c) write down their assessments in a clear and entertaining way.

What those categories mean

9 VISUALS

The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?

9 SOUNDS

Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?

9 MASTERY

With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?

9 LIFESPAN

At £60-plus a go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter out prematurely.

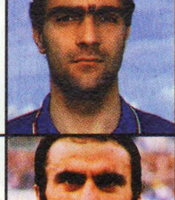
VERDICT

The big score at the end is basically, in as scientific a fashion as possible, how much fun the game's going to give you. Look to the left to see how this works.

Team 64

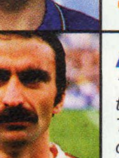
The World Cup. Football, football and then out in the quarters to Germany. Ah, that's the spirit. We all love football, here at N64...

James Ashton
"I just love playing football. Love it. Scoring goals, slide tackling, people looking on in envy at my legs. Erm, yeah, envy. They weren't laughing at them."
Game of the month: World Cup '98



Paul Jarrold
"Yeah, yeah. If I answer this you'll only go on about how rubbish I am at football and how I'm as old as the hills. So I'm not saying anythi... Oh."
Game of the month: Jeopardy!

Wil Overton
"I didn't play a lot of football when I was young, circa. 1934. Oh, I dabbled. You know, shooting the goal and... and all that. Ahem. Right, I'm off, then."
Game of the month: Air Boarder 64



Andrea Ball
"I can't believe football only has one transfer deadline a year. That's slacking! That's just laziness. Wait till I get hold of them and thrash my Big Stick about."
Game of the month: Rampage

Tim Weaver
"I would have made a good manager. I'm great at lobbing paper tea cups and I've really got that swearing off to a tee. Look: 'Carlton! You are a complete…"
Game of the month: Gex 64

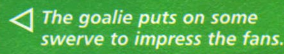
Jes Bickham
"'I'm a Barbie Girl, in a Barbie world. It's fantastic... erm, plastic and that'. Hallo. Jes vrom Aqua, here. A queek word to zay I'm as bald as a coot. Ja."
Game of the month: Buck Bumble

Martin Kitts
"I'm the natural successor to Vincent Jones, currently playing for QPR. I am. And don't you dare argue with me." No one chose to argue with Martin.
Game of the month: Forsaken

James Price
"People say I talk a bit so I'd make a perfect football commentator. I'd say stuff like..." (Cut! Ah, silence - Ed) *"... and then I'd say..."* (That'll do - Ed)
Game of the month: Earthworm Jim

PREVIOUSLY IN N64 We first played *World Cup '98* back in issue 15.

Jürgen Kohler in his 'Shambler from Quake' pose.



The teams march out, you press 'Start' and skip it.

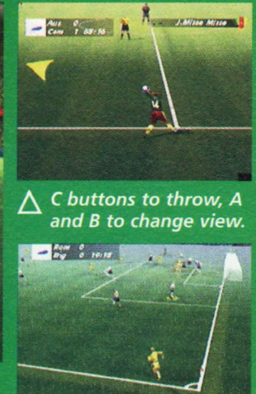
The goalie puts on some swerve to impress the fans.

WORLD

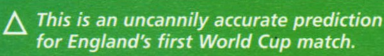
Accurate stadia and customisable weather. Expected and delivered.

We tried, and failed, to actually miss a penalty.

△ The USA will be in the World Cup final before 2010. You mark our words.



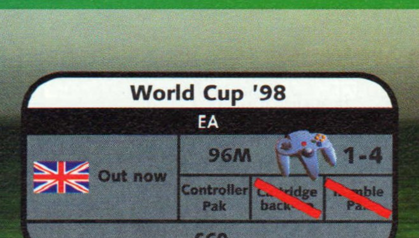
△ C buttons to throw, A and B to change view.



△ This is an uncannily accurate prediction for England's first World Cup match.

▽ Watch that nasty touchline tussle in glorious close-up.

CUP '98



It's World Cup time again! Be honest, Brazil are going to win, but you could sort out a home country victory in the comfort of your own home with EA's latest licensed wonder.

FIFA time again? Already? Surely *FIFA: Road to the World* Cup was only out at Christmas. It can't be time for another one already, can it?

Well yes and no. It seems, having built a road to the World Cup, EA are still keen for you to pay once you've reached the Finals slip road. While *World Cup '98* has the same engine – if it isn't, then someone's gone to all the time and trouble to create a new one that plays almost identically to *FIFA: RTWC* – the key difference is that this time, instead of just *qualifying* for the greatest show on earth, you can actually play through it and bring home the cup.

It's not quite as simple as that, of course. There are new additions to *World Cup* that make improvements over the last game. The most novel of these is the chance to alter the speed at which the game plays, changing it from fast, fluid arcade action, to realistic football simulation at the the touch of a button. 'Compression Technology' is also supposed to ensure that commands from the joypad get to the game far quicker than before – the solution to the problem that holed *FIFA 64* below the water line all those months ago. How well this really works, though, is discussed over the page.

But is it really worth another £60? *ISS '98* might have run off scared from the fight (it's now out in September), but it might still be worth waiting for. Let's see…

SPIT AND POLISH

Good or bad, if a game is part of the EA Sports range, it never fails to come with the slickest presentation and – ahem – 'front end' of any similar titles currently available. Unfortunately for N64 owners, presentation for EA over the past couple of years has meant ever more elaborate FMV intros, something thankfully beyond reach of the N64.

However, for *World Cup '98*, Labour-baiters Chumbawamba do turn up for some Tubthumping for the opening tune and, sure-enough, the game's options screens have a far more professional sheen than their counterparts in *ISS64*.

The main game options include Friendly Matches, World Cup, Penalty Shoot Out, Training and – once you've won the cup, the chance to play some classic World Cup finals of years gone by. Everything looks slick and works without a hitch. Even Footix, the little French World Cup mascot, waves hello from the sidelines. So far, so good, then.

GO! GO! ▷

EAT MY GOAL

FIFA's goal celebrations aren't bad if – and this is getting boring now – you've never seen *ISS64*. To be brutally honest – and that's what we like – quite a lot of the routines after a successful goal look as if they've been generated by wiring someone up to the mains, switching on the current, and motion-capturing the results. Twitch, jump, jerk – *BZTHHHH!* – you can practically hear the sparks as the players spasm around the pitch.

Well, perhaps it's not *quite* that bad, but there is something: a) faintly unnatural and b) faintly disturbing about *World Cup 98's* players, especially when seen in a bout of post-goal, joyous ecstacy.

Another problem with these scenes is that they actually run-down the game's timer. Your opponent can take a one goal lead with five minutes to go, and then spend three of those precious game minutes watching his players dancing around like badly-oiled Cybermen. That's the sort of glitch to start fights, that is.

WORLD CUP '98 FIRST ELEVEN

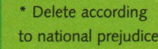
Football's football – programmers can't change its rules to suit themselves. More dauntingly, anyone who might be interested in the game already has a whole set of very firm opinions about what makes footy games great. For better or worse the things that stand out about *World Cup '98* are:

1 REAL TEAMS, REAL PLAYERS

It's seductive admit it. The chance to control England or Scotland* and ensure they stuff Germany or England* five-nil in the final has a very special appeal. All the squads (as EA predict they'll be picked) are included, with the chance to edit the right names in if there are any surprise changes. The polygon players running around on their pitch look roughly the same as their real-life equivalents – although we're not sure about Shearer's unnaturally blond hair. And Gareth Southgate's spent too long under the sunbed.

* Delete according to national prejudice

2 THE REAL WORLD CUP



The only Western game to have the exclusive rights to *FIFA*'s World Cup is – can that drum roll! – *World Cup '98*. We knew. Every other game, including the upcoming ISS '98 will have to make do with International Cups or World Tournaments. In fact, the biggest problem with *ISS64* was that the Cup option wasn't brill and the 36 team league a positive nightmare.

World Cup 98 has the correct cup structure, the right teams in the right groups, the right matches in the right stadia kicking off at the right time and everything else that goes with the World's most prestigious game licence. Persuasive stuff, no?

3 CONTROL

After the instant and silken response of *ISS64*, *World Cup '98* has all the control and finesse you'd expect to find in a five tonne juggernaut moments after stepping out of a race-tuned Ferrari. Players only respond to your commands a split second after you deliver them – it's not the International Time Zone delay of *FIFA 64*, but it's there, and for the first couple of games it'll drive you up the wall.

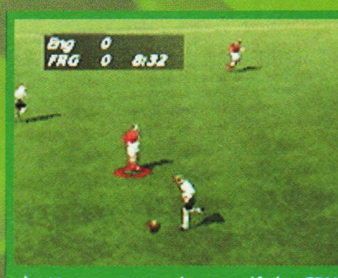
When you're used to this state of affairs, though, it's less of a problem. When it comes down to it, the mazey runs that are possible in *ISS* are very unrealistic – footballers just can't dribble that accurately. And sending a player off on a similar 'Milk Round' in *World Cup '98* isn't possible – you just don't have close-enough control. Whether this makes for more realistic football, or a disappointing flaw, is something that's likely to come down to personal preference. In the **N64** office, we're on the 'flaw' side of the fence.

△ Players automatically inherit the ball once they come close to someone with it at their feet.

4 HELPING HANDS

Now all football games have an element of computer assistance in them, that's given. The movement of players without the ball is completely governed by the artificial intelligence controlling them. The finest goal you've ever scored in any football game was probably at least 50% down to the game itself.

But *WC '98* does take this idea to the extreme. On the default setting, tackling is semi-automatic – your players will win the ball back for you without you interfering in the process. It really is very strange.



△ You can never be sure if the CPU will tackle or not.

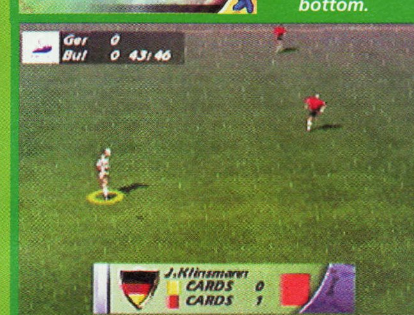
This phenomenon is down to the CPU Assistance option. Unlike *ISS*, player selection is only semi-automatic (you need the A button more often than not to get the chap you want), and so, when an unselected player is nearest the ball, the CPU takes it upon itself to decide whether he tackles or not.

You can turn this feature off – we soon did – but it's almost an admission by the programmers that non-automatic player selection is an unnecessarily large pain in the nether regions.

5 GAME SPEED

A footballing first for *WC '98*. Slip into the Options menu to access this first-time feature. It governs how fast the game runs – the speed of the ball, and the players, over the ground and how realistic their responses are.

Speeding things up from the default actually reduces the irritation caused by the time lag between button press and player response. A good thing. It also leads to a far more satisfying game of football. It's a shame EA didn't keep this setting as the default – perhaps they felt it was just a bit too fast-paced.



There it is. 'Game Speed', right at the bottom.

6 THE DRESSING ROOM

Finally, EA have got it right with the tactical options. From precision field placement, to marking, and runner organisation, there's everything here to keep the footy fanatic happy and challenged at the game's 'World Class' difficulty standard.

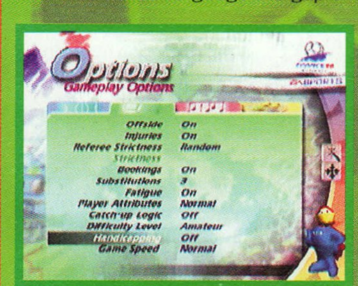
Also included is the chance to customise three in-game strategies and have them enacted as you play. Yes, *ISS64* had it a year ago (and four strategies per game as well), but at least *WC '98* has caught up.

Play the game for a while and you'll soon find the joy of tactical options.

7 HANDICAPPING

Another crowd-pleaser, but a controversial addition for the football intelligentsia. (*A contradiction in terms, surely* – Wil) First up here is the 'Catch Up Logic' which is designed to favour whichever team has fallen behind, ensuring a close game every time. This smacks a bit of 'basketball' to us, but it did prevent James losing to Tim on quite so regular a basis.

The second form of handicapping involves the skill differences between the teams in the tournament. Obviously, Brazil are better than Japan, and FIFA's official World rankings have been used to gauge the gap exactly. However, if you want a fairer fight with a friend, where it doesn't matter which team you choose, you can opt to cancel out this skill weighting and have all teams equally as powerful. Play the tournament with this enabled and you can end up with some very strange Cup winners.

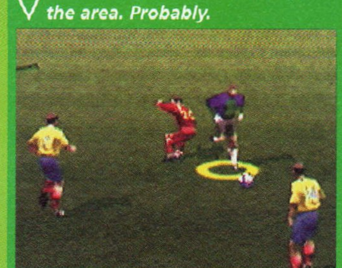


8 NEW MOVES

Where would a new footy game be without a smattering of new moves to entertain us with? Exactly. *World Cup '98* doesn't disappoint here, and some of our favourites include the deliberate foul (which may, or may not, go unpunished); the dive (useful in the penalty area); and the range of fakes, swerves, twists and turns available using Z and R.

It's this last set of additions that's probably the key to getting the most out of the game. Because you can't simply guide your player around a defender (the control isn't tight enough, as we've discussed), you've got to actively sneak your way through with some complicated button pressage. Good or bad thing? Personal opinion again. *ISS* fanatics will hate it.

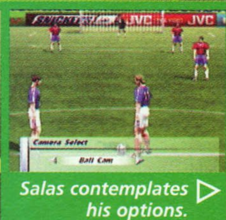
Schmeichel punches a forward and then dribbles the ball out of the area. Probably.



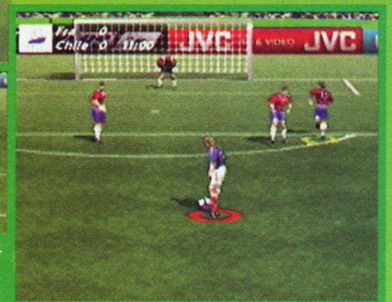
9 CAMERA ANGLES

And where would a football game be without more camera angles than will ever be useful? With more time left to concentrate on more important things, probably, but there you go.

The camera is your slave in *World Cup '98* and you can position it just about wherever you fancy. Stay with the default and you'll be fine (fans of the end-on view can change to that sweetly enough, mind) and stick to fiddling with the camera, only to indulge in a bit of Andy Gray-style post-goal analysis.



Salas contemplates his options.

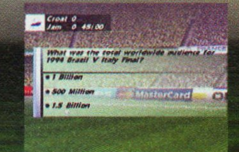


CORPORATE HELL

Taking its licence to its logical limits, we're pleased to report that the advertising hoardings around the ground feature the same slogans, in the same places, in the same stadia, that'll be subliminally influencing us when the tournament kicks off in June.

TRIVIAL PURSUIT

At the end of each 45 minutes of football, a 'teaser' question pops up. Answered after the final whistle is blown, the questions are based on the history of the World Cup, and range from the hard to the ridiculously hard. Do you 'remember' who scored the first goal in the 1930 tournament? No neither did we.



GO! GO!

THAT BLOKE'S A NUTTAH!
Hidden down in the welter of options screens is a sliding scale for governing player aggression. On the Gary Lineker side of the scale there's 'Calm', at the Vinny Jones end there's 'Nutter.' Plain and simple, really.

Basically the scale adjusts how full-blooded a player's tackles are. Bearing in mind that the CPU will make a lot of tackles for you, and that strict yellow card rules apply during the tournament, you might want to hesitate before making too many of your players psychotic.

10 CLASSIC TEAM MODE

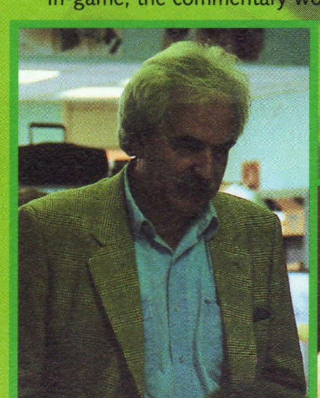
On winning the cup – not a tricky procedure if you've got two hands – the Classic Team Mode opens up. Here you can play one of a number of classic World Cup finals, from 1930's Uruguay versus Argentina, to England's triumph in '66, to Italy's thoroughly deserved trouncing of West Germany in 1982.

How exciting is it to play old World Cup finals? Initially it's great, but without the limited time challenge of *ISS64's* Scenario mode, it soon gets a little stale – the matches are, after all, just normal old friendlies with different kits and a brown ball. Oh, and the stadia are wrong. Ho-hum

11 COMMENTARY

Enter the man Motson. Heavy of sheepskin, nasal of voice, the definitive voice of British football commentary lends his professional tone to *World Cup '98*'s proceedings. There are a few bits from TV's Mr Smooth himself, Des Lynam as well.

In-game, the commentary works well, given the limits of cart space, and it's certainly an inter-galactic improvement over the unknown donkey they dragged out for *ISS64*.



It used to be only a yearly event. A new *FIFA* game would arrive, all the magazines in the world would point out that it wasn't quite as good as the other leading brand on the market, and then the game would set a new sales record in the first 30 seconds it was in the shops. EA would pretend that they cared about the indifferent reviews, while the money men at the back of the building risked being crushed by any number of large low loaders bringing in the profits.

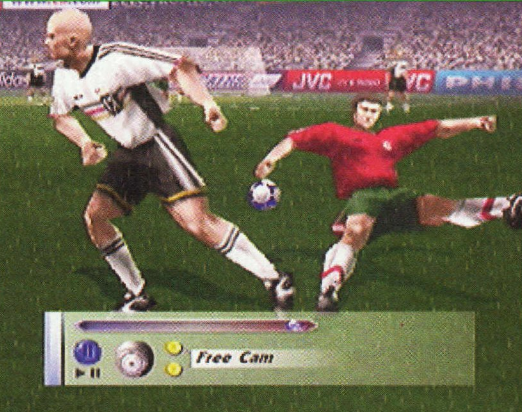
That of course all happened back at Christmas last year. *FIFA: RTWC* came out, it was miles better than *FIFA 64*, but still nowhere near as good as *ISS64*. It didn't really matter in the long run, *FIFA: Road to the World Cup* was still – by far – the biggest-selling game of the year. A very strange situation indeed.

So what of *World Cup '98*? It's a *FIFA* game, it looks very similar to *FIFA: RTWC* and it plays almost identically. It's got the official player names, cup organisation, licencing, pop-stars – the whole big-name kit bag and kaboodle. And yes, it's still nowhere near as good as *ISS64*.

On the positive side – and you've got to remember that *ISS '98* isn't now due out until September – it *is* the only game with a proper World Cup simulation in it. The international cup in *ISS* was clearly designed by someone scared stiff of litigation from FIFA. Hence, what we ended up with, looks nothing like the World Cup and in a game of otherwise inspired brilliance, lets the side down almost as much as the ludicrous 36 team International league.

And so, while the World Cup plays this June and July, if you want to correct any mistakes that real life might throw up in the comfort and convenience of your own home, *World Cup '98* is the only game that'll let you do it. Likewise, if you're of Portuguese, Australian, Greek, Bulgarian, Irish, Chinese, Canadian or Swedish extraction, you can boot out one of the teams actually good enough to make it to the competition, and replace them with your band of part-time chancers.

But if you do decide to indulge yourself in a bit more *FIFA* there will be a price to pay. First up, you can expect sticky camera work. It's not that *WC '98* is jerky,



△ Insert you're own joke here.
....
....
....
....

△ Bit of dynamic posing here, but the ball seems to have been forgotten. Or shrunk.

△ Who's ugly? "Me! I'm utterly grotesque."

▽ Well England thrashed 'em on possession, at least.

△ Camp arrow, ahoy! You see, it just doesn't look quite right.

Ref boy here won't be shy with the red cards if provoked. ▷

because it isn't, it's just not nearly as smooth as *ISS* (or *NHL Breakaway* or *Wayne Gretzky* for that matter). Following that, the motion-capture will disappoint: not because it's awful – because it isn't – but just because it's just not quite *right*. It shows up worst in the goal celebrations – there's something disturbing about them. Compare them to *ISS* (again, sorry), and they appear almost naive – as if the pupil's tried to imitate the master.

But the biggest disappointment with *World Cup '98* is that it *still* doesn't play properly. Even allowing for the hateful self-selection system for switching between players – something we're sure is banned under International treaty – the game is permanently hobbled by the simple fact that the players do not react to the commands you give *when* you give them. Sure, they'll pull something off a split-second later, and quite often it's a very special something indeed, it's just that *surely* the whole point of computer games is that *us gamers* are in control of the action, not us gamers and some mysterious time delay mechanism.

Having said all this, unlike *FIFA 64* where these problems simply engulfed the game and left it for dead, it is possible to adapt and survive around *World Cup '98's* faults. You can turn the irritating auto-tackle thing off. You can speed the game up which seems to reduce a lot of the time lag woe. You can force yourself – with gritted teeth and clenched buttocks – to get used to the manual change players routine. Eventually, and this will take the kind of determination that only comes when you've paid £60 for something, you'll learn to allow for the game's time-lag and actually press 'shoot' or 'pass' a split second *before* the visuals say you should.

With all that taken into account, and the relevant skills learned, it's then possible to have a reasonable game of football with *World Cup '98*. In the **N64** games room – specially insulated to protect those outside with sensitive hearing – levels of high decibel invective had died down about six hours after first switching on. Not bad, not bad, but you still play the game in the knowledge that it could, and should, have been better – and that nagging fact gnaws away at you whenever the game's in the slot. *ISS* took you gently by the hand and lead you on the path of footballing excellence. *World Cup '98* handcuffs you to the back of a motorbike, hops on, starts up and revs off at 30MPH. You've got to run to keep up, or become a red smear along the long sporting highway. Or something.

Basically it comes down to this. *World Cup '98*: highly desirable licence, flawed game, £60. *ISS64*: no licence, far better game – now at £35. We'll watch the sales charts with interest.

JAMES ASHTON

CUP ANTICLIMAX

Finding yourself losing an important match? Never fear, simply pause and change the side you happen to be playing as. Walk in a few own-goals to adjust the score to your liking, and then switch back to take the victory plaudits. All a bit silly really.

Even if such low-down cheating is not your style, then you can still opt to replay any match, at any time. If, as happened to James, you find yourself eliminated in the semi-finals due to ludicrous own-goal in the 119th minute, you can forget it ever happened, replay the match, win four-nil and march on in to the finals.

Considering that it's winning the World Cup that opens up the 'Classic Match' mode, you'd think EA might have dared to make it a bit more difficult to do.

6 VISUALS
Ever-improving but the players in particular are just not quite right.

8 SOUNDS
Tubthumbing, Motson, crowd noise, iffy music. Pretty good result.

6 MASTERY
Not streets-ahead of the PlayStation incarnation, and simply not as smooth as required.

6 LIFESPAN
The World Cup's not an enormous competition, and that's really all you've got here.

VERDICT
It's okay. You could learn to like it and the licence is a good enough reason to want to. But wouldn't it always bother you that there was a far better game available?

73%

PREVIOUSLY IN N64 We reviewed the Japanese version of *Aero Fighters Assault* in issue 11.

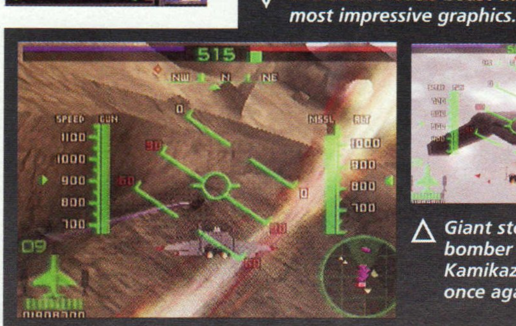
SECRET PLANE!
On the title screen, pressing Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C, Down-C will allow you to select the excellent F15 plane, making the game a whole lot easier.

The desert levels boast the game's most impressive graphics.

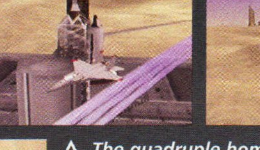
The crew of this submarine all prefer FIFA to ISS64. Destroy them.

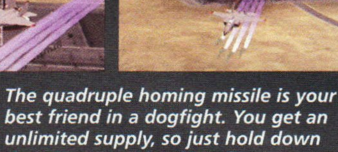
Flying towards the screen looks good, but will end in a swift and humiliating demise.

Some journalists will go to any lengths to get exclusive pics of England's World Cup training camp.



Giant stealth bomber boss. Kamikaze time once again.





The quadruple homing missile is your best friend in a dogfight. You get an unlimited supply, so just hold down the trigger and let them fly.

Ahh, explosions. The finest part of any shoot-'em-up.

AERO FIGHTERS ASSAULT

Aero Fighters Assault			
(Distributed by) KONAMI			
Out now	64M		1/2
	Controller Pak	Cartridge back-up	Rumble Pak
£50			

Pilotwings 3? Hmmm...

Unwritten law no. 5713: Flight sims and games consoles do not mix. Shoot-'em-ups involving planes are fine, as long as there are no more than three buttons to fiddle with. Take the whole thing into outer space, and you've got a potential smash hit. But try to simulate the complex flight dynamics and unforgiving controls of a real aircraft on a console... Well, it'll only end in tears.

There has been one notable exception – *Pilotwings 64*, the first game to prove that flying could actually be *more* fun than watching paint dry. Unfortunately not that many N64 owners were convinced, and despite the game remaining a firm favourite in the office, it never really sold enough copies to merit a sequel. Of course, that didn't stop developers Paradigm from putting their flight sim expertise to use in another game, this time in collaboration with Video System, and *Aero Fighters Assault* is the result.

It's an arcade-style combat sim, very similar to *Raging Skies* on the PlayStation. The action takes place over eleven rather empty levels, with the object of your mission usually being to destroy a hefty boss character. But instead of appearing at the end of each level, the bosses are right in the middle of them, and vulnerable to attack within seconds of the opening cut scene. The only challenge is in whittling away their vast health bars, which involves several minutes of tedious diving, shooting, and circling back round for another pass. If you decide not to cheat, anyway.

You're only allowed to be shot down once before you have to restart the level. Other than that, though, you can crash your aircraft as many times as you like, so boss disposal is simply a matter of firing as many missiles as you can, then crashing into the side of the lumpy metallic beast before you take too much damage. You then reappear near to where you 'died', and can repeat the process until the boss explodes. In fact, crashing as soon as you take a hit is the best method of survival.

It's a real shame, because *Aero Fighters* is not without its appealing side. The extensive range of aerobatic manoeuvres the aircraft can perform makes flying around and shooting targets in the practice mode an enjoyable sub-game, and the various camera views available add to the dramatic impact of the heated dogfights. Sadly, the few genuinely enjoyable features are eclipsed by some shoddy game design and many irritating gameplay 'quirks'. The two-player mode might add a little longevity once the one-player game is completed, but the PAL conversion has to be the worst we've ever seen, sporting huge black borders all around the screen.

If you want to play a flight sim, buy *Pilotwings 64*. If you'd prefer a shoot-'em-up, get *Lylat Wars*. If you've got both of those, enjoyed them, and don't mind spending £50 on a game that'll last about a weekend, then maybe *Aero Fighters Assault* is for you.

MARTIN KITTS

5 VISUALS
Almost as much border as playing area.

4 SOUNDS
Incessant chatter and abysmal muzak.

5 MASTERY
Would be more at home on a Saturn.

4 LIFESPAN
Most missions can be completed in under two minutes.

VERDICT
It's not a *bad* game, but there are at least 30 others you should consider buying before this.

58%

PREVIOUSLY IN N64 We previewed Acclaim's futuristic shoot-'em-up in **N64**/10 and **N64**/15.

Applying the finishing touches to Metatank's funeral pyre.

Everything in Forsaken burns like it's been doused in rocket fuel.

Shoot him, then run away from the flying shrapnel.

Booom! We must have hit it right in the fuel tank.

Transpulse – handy for lighting up dark corridors.

Your goal here is in the tunnel behind Manmek.

Your craft is too slow to avoid lasers when you're underwater.

Now that was satisfying.

A fly-by of the Holy Pyramid of Cybertron. Probably.

As an interesting sub-game, you can try and blow crippled enemies out of the doors.

Ouch. Now that's got to hurt. The lighting effects in Forsaken really are impressive as this dramatic explosion proves.

Forsaken				
ACCLAIM				
First week in June	96M		1-4	
	Controller Pak	Cartridge back	Rumble Pak	
£60				

FOR

Three o'clock in the afternoon, on a Tuesday just like any other at the N64 office. A time of meditation and contemplation, when the only sounds to be heard are the crunch of Rice Krispies Squares, and the soft clacking of Wil's mah jong tiles.

Suddenly, our peaceful mood is shattered by the rumble of approaching footsteps, so heavy that they set the office lights swinging. Pikachu dolls and Godzilla models leap around on Wil's desk and a foul, rancid stench fills the air, causing Paul's plant to wilt in shock.

A vast and bearded figure strides purposefully towards us. Dressed from head to foot in rotting bikers' leathers, splattered with the blood of a thousand roadkills, his shadow looms over us, extinguishing the sunlight.

"Hi guys," he squeaks, in a voice resembling Mickey Mouse on helium. "I'm Foetoid!" Turn down the lights, cue the drum 'n' bass – Here comes *Forsaken*...

Bring on the freaks...

The all-too-near future. *Forsaken*'s newly Nintendo-ised plot begins: Earth has been conquered by a 'bunch of ruthless machines', who are intent on ousting all human life from the planet. It's your job, as a mercenary space-biker type, to travel into robot-infested tunnels, in order to locate 'Babalas' and save the world from the robo-dictators. So hop on your 'Pioncycle' and warm up your 'Trojax'. It's time to kick some mechanoid butt! Now choose the warrior you find least repellent. They all seem to play the same anyway...

Beard

After gaining his first job as a roadie for Sepultura's European tour, Beard used his new found connections in the world of high fashion to secure a place at the International College of Design, in Grimsby. Following his expulsion after just six days for refusing to shave, Beard took to lugging the corpse of his former best friend around the spaceways on his hoverbike. Heavy metal!

L.A. Jay

L.A. (Ladies Adore) Jay is a full-time solar surfer, whose hobbies include 'kicking it' and 'taking it to the max'. His lengthy record of petty crime has been a constant source of shame to his family. L.A. lives with his mother, and has never held down a job for more than two days.

Clark Culver

Clark is certainly smarter than your average hoverbiker. A precociously gifted child, he composed his first symphony, entitled 'Pots and Pans and Spoons and Forks' at the tender age of five. A scholarship from UCLA enabled him to gain a degree in astrophysics before his seventh birthday, whereupon he set about building the very first Pioncycle out of recycled aluminium and half a kilo of misappropriated plutonium. Clark is just nine years old.

Nim Soo Sun

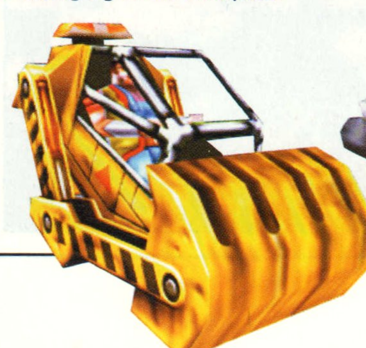
'The babe with the blades', Nim was thrown out of the Nicky Clark school of hairdressing after an unfortunate accident involving a wealthy client and an over-sharpened pair of scissors. Nim was sued for loss of earlobe, her promising career was ruined, and she found solace at the bottom of a bottle of cheap vodka. During what she refers to as her 'wilderness years', Nim was introduced to Pioncycles by a small yellow goblin. Nim is currently attending counselling.

SAKEN

Descent meets *Quake* via N64? You must be *Forsaken*.

Rex The Trucker

Rex used to work on the busy Amsterdam to Soho route, hauling truckloads of plain brown paper packages destined for newsagents around the country. Disillusioned with the dubious morality of his trade, Rex was saved when he found the fabled 'Glowing Orb of Matter' in an alleyway, after making what was to be his final delivery. Rex now travels the spaceways, preaching to gangs of bikers, and shooting high calibre weapons.



Lokasenna

A distant relation of Ayrton, Lokasenna was the first ever female to win the 16-and-under Soapbox Racer Championship of Brazil. On her victory lap, hurtling through the winding streets of Rio's barrios on a vehicle constructed of cardboard and leather, she lost control after hitting a tramp, and suffered concussion. When she came to, she discovered that Clark Culver had rebuilt her entire body out of plastic cola bottles, and swiftly took a vow of revenge.

Earl Sleek

Attractive, friendly six-footer Earl, 38, enjoys clubbing and partying. A part-time DJ, he spends most weekends spinning the wheels of steel at teenagers' birthday parties and Rotary Club functions. Earl would like to hear from females aged 18-75, preferably with some DJ-ing ability, who enjoy parties, clubs, and long walks in the country. Earl writes: "Hey there, lovely ladies! I'm smoother than Barry White, and tasty as Haagen Dazs. Drop me a line, sweet thang." Box No. 311

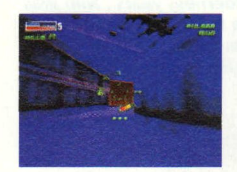
Foetoid

Ten years ago, a freak ocean current carried an entire summer's worth of Blackpool's raw effluent directly into the path of a Sellafield 'ventilation' pipe. The resulting primordial soup, apart from making an unsavoury eggy smell around the mouth of the Mersey which remains to this very day, resulted in the transmutation of long-distance swimmer Kent Parker from an ordinary human being into the abomination we now call... Foetoid!

GO! GO!

THE DOORS OF PERCEPTION

Unsure of just what lies behind a closed door? Well, sometimes hovering around just in front of it, or squeezing off a couple of rounds near it, will tempt any droids lurking behind to reveal their presence by firing at you, causing a tell-tale glow. Only *sometimes*, remember!



A whole lot of shootin' going on

No shoot-'em-up would be complete without a huge arsenal of weaponry to collect, and *Forsaken* certainly doesn't disappoint in that department. The guns all come in three stages of destructive power, increased by finding power pods.

Guns

Pulsar

Your standard-issue, green ball-o-fire. Initially too weedy to kill anything but the puniest of enemies, once powered up to level three, the pulsar is a highly efficient dealer of death.

Suss Gun

Very pretty to look at, producing a shower of glowing red balls, and emitting a satisfying machine gun rattle. Unfortunately, the suss gun is utterly useless. It couldn't hit a bovine in the backside from two paces.

Beam Laser

Twin lasers, packing a hefty punch over a long range. Easy to aim, too, so they're very useful for taking out those tricky gun emplacements without having to stray into the danger zone.

Trojax

Slow-firing but powerful. Trojax can be charged up by holding down the trigger for about half a second, producing a wobbly blue circle capable of taking out a tank in one shot. The best of the more common weapons.

Transpulse

Can be bounced off walls and around corners, making it handy for launching into enemy-riddled rooms from a safe and respectful distance. Powerful, but extremely rare. Best saved for emergencies.

MUG

You start each level with a full complement of 5 MUGs, your curiously named basic missile. They're far more powerful than the pulsar, but hard to aim at moving targets. Save them for the bosses or gun emplacements.

Missiles

MFRL

A multiple fire rocket launcher. Just like the MUGs, but with a much higher rate of fire. Useful for clearing squadrons of tricky flying things, or for bombarding the harder bosses.

Solaris

A homing missile which will dog your friends and enemies, following them around one or two corners before giving up the chase. Very useful, but you won't find too many of them littered around.

Scatter

Used on standard enemies it behaves exactly like a solaris missile. Most of the time, you will find it used against you, whereupon all your hard-earned power-ups will be scattered around the room. Very annoying.

Titan

King of missiles. Explodes in a shower of shrapnel, destroying commonplace enemies by the dozen, and making short work of the bosses. You'll have to search hard to find them, mind.

Gravgon

A bit of an oddity, this one. Envelops its target in a glowing blue force field, freezing it, and enabling you to blast it to pieces at your leisure, without having to waste any of the scarcer ammo.

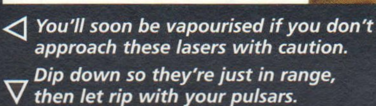
Mines

Three types – purge and quantum mines work in much the same way, and are useless. Pine mines are good for defending a target – drop one nearby and it'll act as a remote missile launcher!

HOW TO...
become a 360° tactical genius

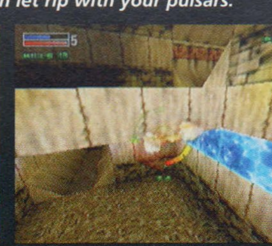
Forsaken's 360° environment can be highly confusing, but by mastering the art of strafing, you can use the network of tunnels that branch off above and below you to your advantage. Most of the enemies have enough artificial intelligence to keep tracking you with their weapons when you zip off round a corner.

But if you use the vertical strafe controls, when there is a tunnel or a raised bit of landscape nearby, you can dip just far enough below, or above it, to confuse the enemy into thinking you are no longer in range. Then gently move your foe back into your sights and let rip with your pulsars. One shot might hit the wall next to him, but the other will almost always find its target. Ha!



You'll soon be vapourised if you don't approach these lasers with caution.

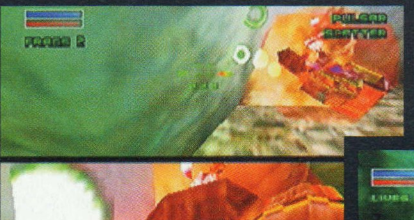
Dip down so they're just in range, then let rip with your pulsars.

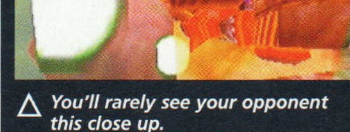


SUB SUB
Not only can hoverbikes (sorry, *Pioncycles*) fly, they are also very strong swimmers. Quite where the riders learned to hold their breath for so long is not clear. Perhaps Beard suffered the indignity of daily dunkings in the toilet bowl, during his formative years at school (back in the days when he was just plain old Bumfluff). We certainly hope so. And we also hope that Foetoid's parents never, *ever* allowed him near a public swimming pool. Yeuch!

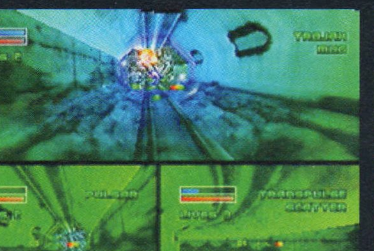
Funboy four

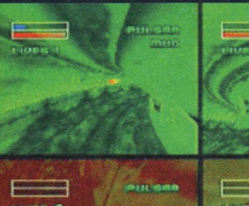
To make the most of the N64's capabilities, developers Iguana UK have included a multiplayer battle mode. Up to four players can compete, and most interesting of all, up to three of them can be CPU-controlled. It's an excellent idea (also featured in *Snowboard Kids*), and one which would have been an intriguing addition to *GoldenEye*. But it didn't really do anything for us. Maybe it's the fact that it's so difficult to tell which player you're chasing, or the way that most of the weapons barely chip away at the health bars, ensuring that each round long outstays its welcome. Perhaps there's an enjoyable experience in there somewhere, but next to the superb one-player game, it's a bit of a disappointment.





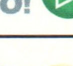
You'll rarely see your opponent this close up.

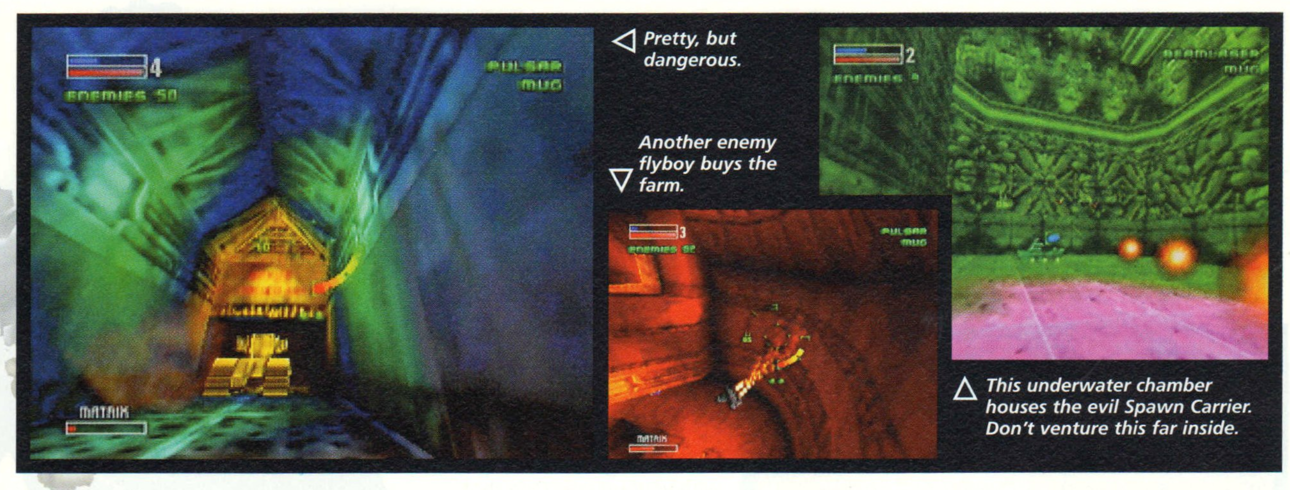




Player 1 gets twice the window of the other two. Fair? Ha!

GO! GO!





Pretty, but dangerous.

Another enemy flyboy buys the farm.

This underwater chamber houses the evil Spawn Carrier. Don't venture this far inside.

GRATEFUL DEAD
Dying in *Forsaken* is a deeply unpleasant experience. The view switches to a third person perspective, and you get to watch your character crash, in flames, into the nearest wall. Whereupon he explodes, spraying the walls with ketchup. But look on the bright side! Once you restart, retrace your steps back to the point of your untimely departure and you will find all your old power-ups just begging to be collected. Of course, whatever killed you before will also be waiting, and will no doubt take a moment to admire your never-say-die spirit. Before once again using your entrails to redecorate its lair.

Is it a *Quake*-alike? A *Descent* clone? Or something that started life as a 'floating player' glitch from *Turok 2*'s cutting room floor? Actually, *Forsaken 64* reminded us more of a good old-fashioned shoot-'em-up – something along the lines of *Axelay* or *R-Type*, but with a 3D map and a bit of exploration and switch pushing thrown in along the way. And without as many things to kill.

So, not much like an old-fashioned shoot-'em-up at all. *Forsaken* is very much a law unto itself, a pick 'n' mix concoction of various game styles, held together by one of the worst sub-Terminator plots we've seen since... Well, since the last time Acclaim tried to write a storyline. The surprising thing is that it all hangs together extremely well.

To the casual try-before-you-buy player, *Forsaken* will be a brief, confusing, and deeply unsatisfying experience. The default control system is terrible, and the first level will leave most players cold, soon turning into a tedious slog around a nondescript 360° maze, hunting for that elusive last flying box-type thing. Fortunately for Acclaim, *Forsaken* is blessed with some of the sweetest eye candy ever to grace the N64, rewarding perseverance with the gratifying sight of hordes of flying box-type things tumbling into oblivion, trailing smoke and flames that illuminate the walls around them. And, believe it or not, there is actually a *game* in there.

The basic idea of each of the 22 missions is to navigate your floating anti-gravity craft around a maze of tunnels, locate enemy ships, and blow them to pieces with a variety of pretty weapons. Most levels are completed once you have either shot absolutely everything there is to shoot, or have taken out a specific target. Sometimes there will be certain objects to collect along the way, but generally it's a case of kill, kill, kill. And that's no bad thing here. Most shoot-'em-ups can be completed by staying out of the way of the heaviest enemy fire. *Forsaken* forces you to brave some very difficult set pieces in order to make any progress. Enemies materialise behind you, gun turrets are hidden in alcoves around blind corners, and all the time you are trying to locate an exit to give you a brief respite.

It certainly makes for a high adrenaline experience, but *Forsaken*'s best moments are those requiring a little more thought. Progressing through the game's multiple branching routes follows a similar pattern to *Starfox* – achieving certain targets within a level gives you a choice of different paths to take (left for easy, right for hard). If you can figure out just what the target for each level is (based on time and kill percentage, as far as we can tell) you can move on to a more difficult mission with a more interesting task, such as escorting a nuclear weapon through enemy territory, or defending a base from an enemy onslaught.

Graphically, *Forsaken* is outstanding. It may lack some of the realism of the likes

Never paint your room blue. Apparently it's very bad karma.

A metal lump feels the fury of our pulsars.

Dreadnought is the small craft in the middle – the rest is a docking bay.

The New York subway system, circa 1983, apparently.

This hangar needs to be cleared to get Manmek out of his lair.

Tank trouble on the last of the 'easy' levels.

You'll never have to go for too long without a display of pyrotechnics.

of *GoldenEye* or *Mario 64*, largely because the enemies are just static models with no animation or motion capture, but it gives a very convincing impression of solidity. The way your vanquished foes spin out of control, belching flames and firing off random shots, is not only visually spectacular, but also adds a new element to the gameplay; crippled ships often take a kamikaze dive towards you, forcing swift, evasive action. The lighting effects are the best yet seen on the N64, giving heated battles a pleasant lava lamp effect, with shots and explosions bouncing around the rooms in slow motion. The action always moves quickly and smoothly, and there is no fogging, even in four player mode.

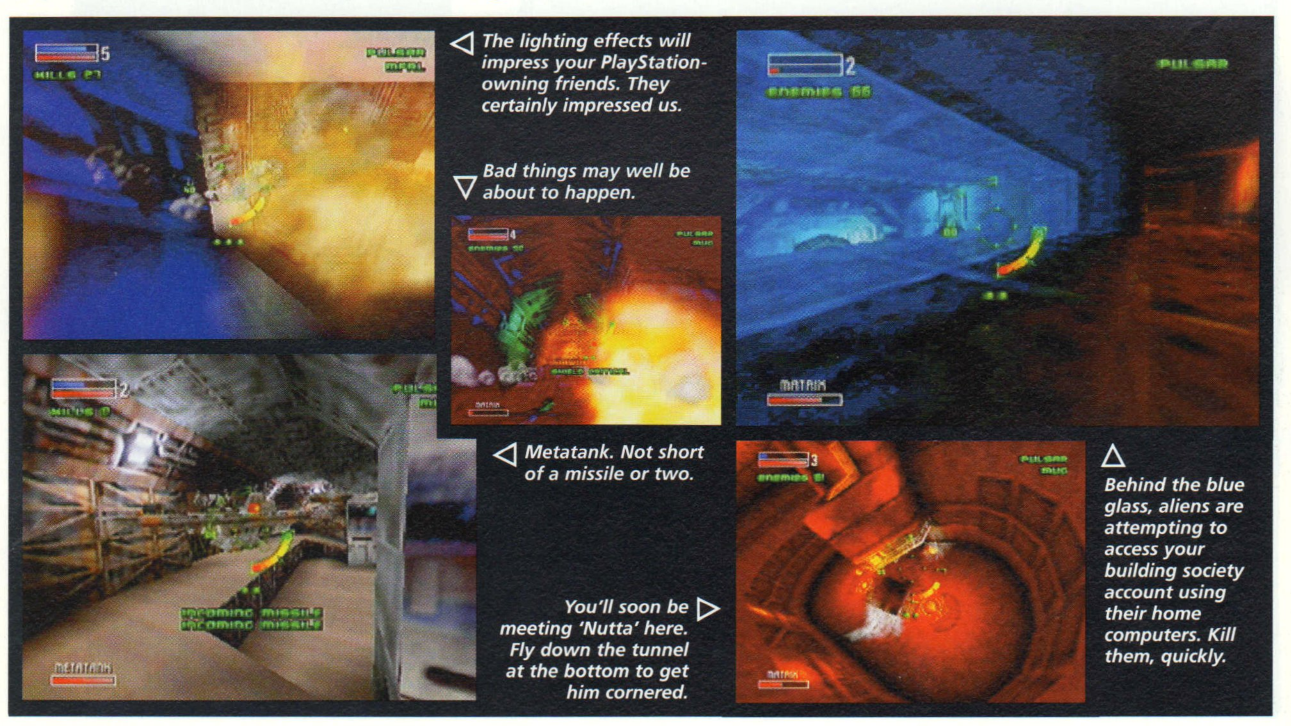
The action always moves quickly and smoothly, and there is no fogging, even in four player mode.

Which is where the game falls over its own feet. Four player battles are a very good thing, assuming you have three *Forsaken*-literate friends who have spent hours learning the control system and the layout of the levels in one player mode. But since *Forsaken* is something of an acquired taste, this is a rather unlikely situation. It certainly didn't grab our attention in the office – after all, why bother playing a game where you spend most of your time wandering round the same tunnels trying to find opponents who are almost indistinguishable against the dark backgrounds? We'd rather play *GoldenEye* again, *thankyouverymuch*.

Maybe we just weren't persistent enough with the deathmatches, and with the solo game being such an intense and absorbing experience, we found it hard to tear ourselves away from it. Even after more than 20 miserable failures in our attempts to defeat 'Nutta', the unfortunately named boss at the end of the last of the 'easy' levels, we were still huddled around the screen waiting to see who would figure out a way of actually landing a hit on him.

Forsaken is certainly the N64's best 'serious' game since *GoldenEye*. Choose a *Turok*-emulating control system (number four worked best for us), spend a few hours getting to grips with the intricacies of combining vertical and horizontal movement, whilst simultaneously fending off attacks from every angle (six fingers and two brains would be a distinct advantage), and you will discover a game that, although not for the fainthearted, holds a genuinely rewarding experience for those who are prepared to persevere.

MARTIN KITTS



The lighting effects will impress your PlayStation-owning friends. They certainly impressed us.

Bad things may well be about to happen.

Metatank. Not short of a missile or two.

You'll soon be meeting 'Nutta' here. Fly down the tunnel at the bottom to get him cornered.

Behind the blue glass, aliens are attempting to access your building society account using their home computers. Kill them, quickly.

GO YOUR OWN WAY

To open up the alternative routes through the game, and experience some of *Forsaken*'s most devious challenges, try blasting through the first level in lees than 2'30".

THIS IS THE END...

Finishing the game, even via the 'easy' route, is certainly one of the most challenging tasks we've seen in an N64 game. After copious tears and profound cursing, we managed to reach the first 'ending', and were told to try the harder routes. Gulp. We'll let you know if we get any further.

9 VISUALS

Beautifully lit, silky smooth. What you'd expect a 64-bit game to look like, in fact.

8 SOUNDS

A nice variety of trance and techno stuff, and some great effects.

7 MASTERY

Technically impressive, but let down by a cumbersome control system.

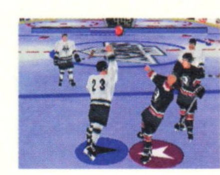
8 LIFESPAN

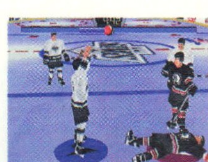
As difficult as anything we've seen on the N64. And *some* of you might get something out of the deathmatches.

VERDICT

A spectacular, nerve-jangling experience. Not for everyone, maybe, but then the best things in life seldom are.

SECONDS OUT!
Gretzky's chunky, muscular players are certainly not afraid to get their knuckles bloody from time to time – in fact they positively love a good bout of fisticuffs, and you can help them indulge their passion by pausing the game, holding L, and entering the following code on the C buttons: R, L, L, R, B, T, T, D, L, R, R, L, R, L. Fights will now occur at the slightest provocation.





More than any other style of game, sports titles absolutely cry out for regular updates. Players change their teams, teams change their names (in the United States, at least), new talent emerges, and feedback from avid gamers enables the software companies to incorporate new features and enhancements.

Well, that's the theory, anyway. In practice, most seasonal updates are pretty much indistinguishable from the original game, consisting of the same basic engine with an updated player roster and a few new animations tacked on. After the shocking cash-in that was *Olympic Hockey* (reviewed last issue, 60%), could we really expect anything better from *Wayne Gretzky's 3D Hockey '98*?

For those of you unfortunate enough to have missed our reviews of *Wayne's* previous incarnations (**N64** 1, 6, & 15), the original *Gretzky* was a sharp, speedy, fun sort of game, with the emphasis very firmly on arcade action rather than realism. Graphics were adequate, fights were frequent and amusing, and rugby scores were the norm. *Gretzky* only really let itself down in its lack of variety and longevity. There was little subtlety in the control system, with only one type of pass available (compared to three types of foul), and no opportunity to plan any kind of strategy. Consequently most games wound up as a frantic melée around the puck, and the cartridge has been gathering dust in **N64**'s game cabinet for more than a year.

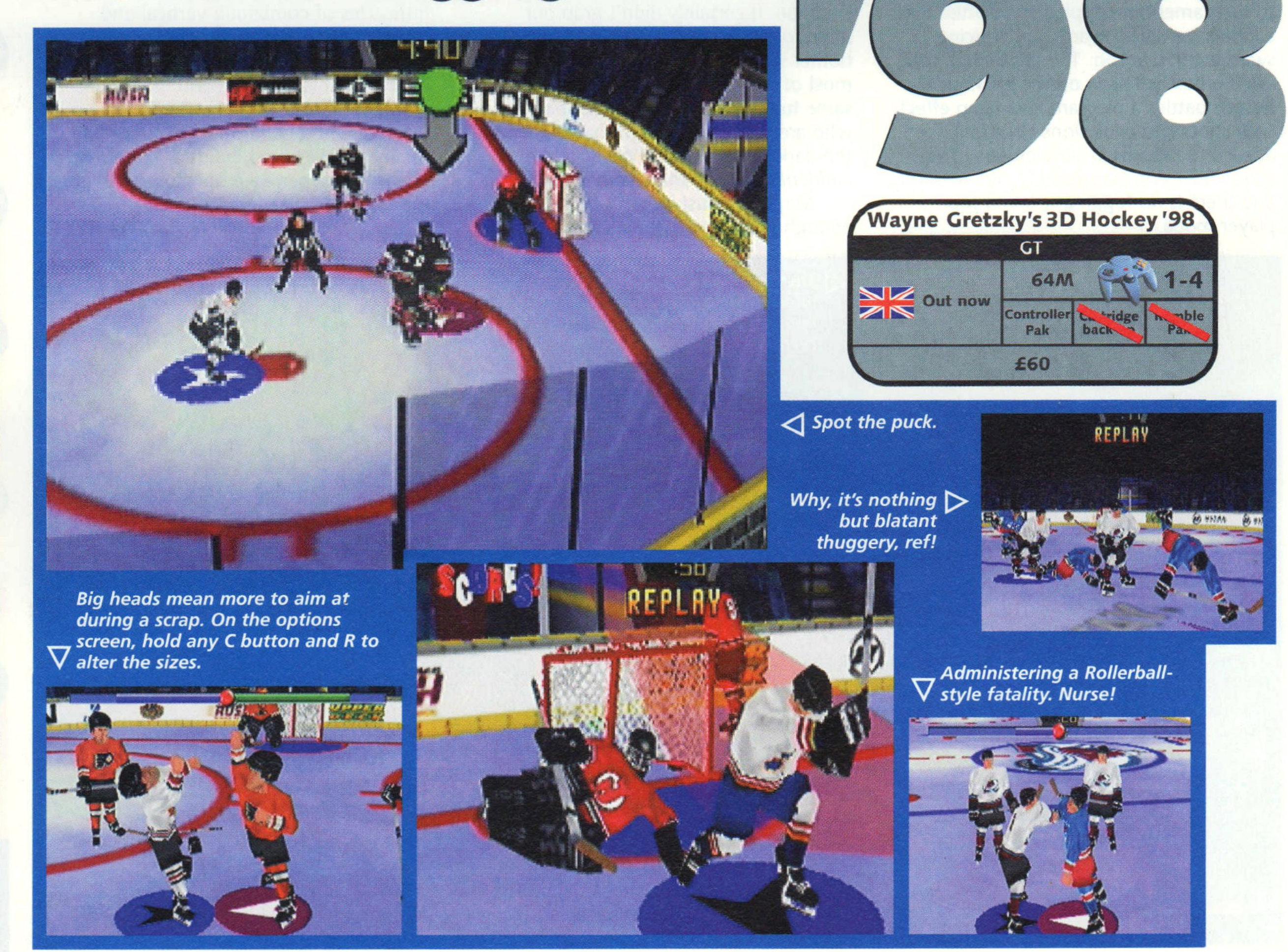
So, what's changed in *Gretzky '98*? At first glance, absolutely nothing, other than the music on the title screen, and the player stats. Further investigation reveals that that's about as far as the 'updates' go in *Gretzky '98* – we certainly didn't notice any real improvements in player AI, although the goalies seem a little harder to beat. But maybe that's just because we're out of practice.

"If it ain't broke, don't fix it", is a saying that Midway seem to have taken to heart with this low-cost update. Unfortunately, the first *Gretzky* game was far from perfect, and a few new gameplay options, animations, arenas... *anything* would have been warmly received. Instead, the best thing you can say about *Gretzky '98* is that at least it means you'll now be able to pick up the original for a few quid less.

MARTIN KITTS

WAYNE GRETZKY'S 3D HOCKEY '98

Oh, what a mugging!



Wayne Gretzky's 3D Hockey '98			
GT			
Out now	64M		1-4
	Controller Pak	Cartridge back-up	Rumble Pak
£60			

◁ Spot the puck.

Why, it's nothing but blatant thuggery, ref! ▷

▽ Big heads mean more to aim at during a scrap. On the options screen, hold any C button and R to alter the sizes.

▽ Administering a Rollerball-style fatality. Nurse!

VISUALS 5
Chunky, fast, but utterly unspectacular.

SOUNDS 3
Thud, thwack, "He's coughed it up!"

MASTERY 4
Faster than light, lighter than air, the puck cares not for the laws of physics.

LIFESPAN 7
All the latest teams (apparently), and solid multiplayer fun.

VERDICT
Still a good game, but virtually identical to the original.

70%

△ Co-operation is a rare thing. Enjoy it while it lasts.

△ George thwarts Ralph's attempt to chew on a cop.

▽ A three-player battle royale – Mortal Kombat!

STAR PLAYER
Each player's performance is analysed at the end of the level. Ratings are given according to how much of the city you personally destroyed, and bonuses such as the Local Flavour award (for eating foreign citizens) and the Wreckin' Ball-O-Steel (for the most destructive performance) are handed out.

RAMPAGE WORLD TOUR			
MIDWAY			
Out now	96M	~~Cartridge back~~	1-3
	Controller Pak		Rumble Pak
£40			

RAMPAGE WORLD TOUR

Anyone for retro?

△ Lizzie takes a dip (bottom-left of picture, ten fathoms deep).

During the mid eighties, the local 'amusement' arcade was *not* the place to be seen. If the truant officer didn't get you, the big kids would. And for many game hungry youngsters, electronic experiences such as *Marble Madness*, *Gauntlet*, *Paperboy* and *Road Blasters* remained the stuff of legend, spoken of in reverential tones in the cloakroom, and boasted about in the playground by the lucky few whose big brother's friend had actually seen them.

Foremost amongst these was *Rampage* – a fantastically inventive, city-destroying, civilian-munching, helicopter-swatting smash-'em-up – a kind of *Blast Corps* with B-movie monsters, for one to three players. At the time, it was the most violent video game ever conceived and easily the best way for gamers to nurture their budding destructive tendencies. Up to three players could pick innocent citizens out of their apartment windows, eat them, then reduce their homes to rubble. Fights between George, Lizzie and Ralph (your King Kong, Godzilla, and Giant Werewolf alter-egos) were actively encouraged, and mayhem ensued. It was a classic, and when conversions were made for every home system from the Spectrum to the Amiga, they sold like World Cup tickets (sort of).

And now it's available for the N64, the home of modern multiplayer gaming. We half expected a full 64-bit update – giant 3D cities, dozens of different monsters, and a four-player mode. But deep down, we all realised that what we would probably get would be a version identical to the *Rampage* we were playing on our Commodore 64s well over a decade ago. Only without the loading time.

And that's exactly what *Rampage World Tour* is. Obviously the graphics have improved as the game has aged, but this version certainly wouldn't have looked out of place in an arcade, circa 1985. There is still no four-player mode, and the characters look and play exactly as they did way back when Wham! were Top of the Pops. It's a first class piece of nostalgia, and, for a while at least, it brought back fond memories of snow-washed jeans, white socks with black school trousers, and mullets.

But reality soon kicked in once we realised that you could probably buy an original *Rampage* arcade board for less than the price of this cartridge. And the initial hilarity of seeing your monsters squash policemen, swallow wheelchairs (along with their occupants), terrorise grannies, and expel large wads of yellow vomit when they eat something unsavoury, soon wears thin. The 'World Tour' of the title amounts to only a minor change of scenery to indicate the general area of the world you're currently trashing – snow for Moscow, sun for Madrid, Stonehenge for Liverpool (?), etc. The animation is rudimentary, the buildings don't come in more than a handful of varieties, and there is an unnecessary delay between pressing a button and the action being performed on screen.

Fond memories or otherwise, *Rampage* is simply *not* an N64 game. For this price you could buy yourself a second hand Speccy instead and several hundred tapes, one of which is bound to contain *Rampage*.

MARTIN KITTS

2 VISUALS
Poor animation, great toilet humour.

Terrible repetitive guitar samples.

Nice eighties arcade emulator, chaps.

The multiplayer mode is good chaotic fun.

VERDICT
You'll get sick of it long before you finish it, and it'll make your N64 look like an Amiga, but it's still *Rampage*.

The games reviewed from this page forward are so far only on release in Japan or America. Because N64 is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

◁ 200 points of quality board-along-rails stuff. Not, in any sense, dangerous.

△ Lens flare. The staple diet of any N64 developer worth their salt. Lovely.

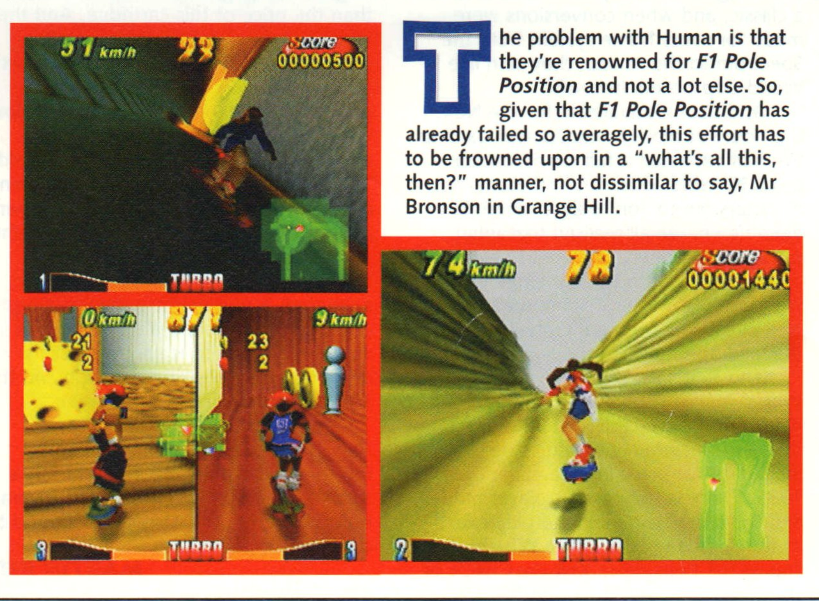
◁ A bit of two-player fun. Tim vs Wil. Tim wins. Obviously.

Stunt-tastic! That's what you get when you surf up the side of a lighthouse. ▷

▽ This is the mouse hole in the Giant House. Handy.

AIR BOARDER 64

The natural successor to *1080°*, then? Um, no...

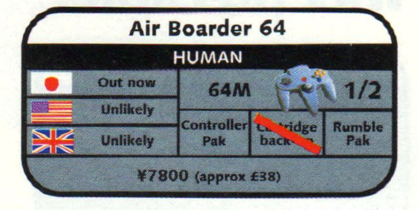


The problem with Human is that they're renowned for *F1 Pole Position* and not a lot else. So, given that *F1 Pole Position* has already failed so averagely, this effort has to be frowned upon in a "what's all this, then?" manner, not dissimilar to say, Mr Bronson in Grange Hill.

And, by pure coincidence, furrowed brows are, indeed, most appropriate as *Air Boarder* isn't exactly – how do you say? – run-of-the-mill. A bit like *1080°*? Well, no. See, its similarity to *1080°* begins and ends with the fact that both games feature a board. And whereas *1080°* went on to meld beautiful scenery with lush, analogue control, *Air Boarder's* instead veered off in the other direction (hitting a couple of walls on the way) and ended up, a bit bruised and battered, looking technically okay but playing like a bore. So, sorry about that.

So what's the big idea, then? Well, seemingly, there's very little actual *direction* to it. It's more a marriage of several, not-really-very-exciting game styles. Firstly, there's a Time Trial mode, where you have to 'board' round all five of the levels, passing through *Pilotwings*-style circular checkpoints, in an effort to achieve better times. The tracks are inventively designed but tragically easy, meaning

▽ Nose slide! That's radical! Bodacious! And good. Only worth 100, mind.


Air Boarder 64
HUMAN

Japan: Out now	64M		1/2	
US: Unlikely	Controller Pak	~~Cartridge back-up~~	Rumble Pak	
UK: Unlikely				

¥7800 (approx £38)

Air on a '240° Triple G' string

Five arenas in which to catch some serious air...

Green Park

A weird hybrid of your local park and a massive skateboarding ramp. There're only 20 coins in the challenge mode and nipping round it in the Time Trial, you should be aiming for about 50 seconds. Crossing the main ramp isn't merely a question of going down one side and coming up the other, though. Instead, you need to cross it via the high concrete platform to the right, which you can get to by airboarding up the wall before the ramp.

Lost Forest

A bit like Turok but, obviously, without the dinosaurs. You start on a really high blue platform which'll take you years to drop to the ground from. But, when you do, head out towards the exit for the first of the coins and checkpoints. You'll eventually emerge from the cave into a forest, or from a dead dragon's body (which is actually pretty nifty), and there's also a tree top village like Turok. There are 74 coins to collect and 1'40" is a respectable time.

Snow Festival '64

Set in a city amongst high rises, Snow Festival sees plenty of opportunity for stunts, with ramps forming a large part of proceedings. Also of note is the ability to 'board up the side of skyscrapers and through tiny secret passages in amongst buildings, the latter bit of which reminds us of San Francisco Rush. There are 125 coins and they're desperately hard to find but you'll be able to seek out every checkpoint with ease in well under a minute.

Sunset Island

An (unintentional?) tribute to Wave Race as you pelt around the coast of Sunset Island in the half-light of evening, with a spot of lens flare thrown in for good measure. There are 111 coins hidden about the beach and atop the central rock (try 'boarding up the lighthouse in the middle!) and there's a suspension bridge where the checkpoints are in the time trial sections. About 1'30" is a more-than-respectable time.

Giant House

The best arena by far. With your boarder the size of a thimble, you can skim around massive bedrooms and hallways, nipping through holes in the skirting boards and up onto cabinets. It's the only arena that really works in conjunction with the game's middling pace and emphasis on exploration, particularly as it's the most interesting to scuttle around in. There are 110 coins and, due to its size, two-and-a-half minutes is excellent.

notching up increasingly better times is simple and a bit pointless.

Second up, there's a coin game. This is slightly more interesting, with between 100 and 115 coins dotted about each arena, waiting to be collected. It's a frustrating prospect, though, especially given that some of the coins are placed in areas that you can only get to through sheer luck, but it's a better long-term game, more due to the sheer size of the arenas than anything truly ticklish. There are no baddies or suddenly-appearing objects trying to stop you, you see. Just the course layout. Which, you know, isn't *great*.

And then there's the Stunt mode. You can do stunts whenever you want, in any of the other modes, but Stunt mode sets out the course in such a way – and, in the process, gets rid of the coins and checkpoints – that the whole objective is to use the ramps and bumps in order to achieve a 360° Fakie or 180° Stinking Codpiece AND NOTHING ELSE. Which, given the memory of *Nagano*'s snowboarding antics, isn't the sort of thing we want from our N64.

The problems don't stop there, either. The camera – pitched behind the player – tends to get a bit confused a bit *too* often, especially when you change direction, or zip up a wall and don't quite make it. So, annoyingly, you have to go back on yourself to re-position the camera. Not, in any sense of the word, 'ideal'. Then there's the hair-tearingly irritating '*Cool Boarders* Effect', when you hit one wall at speed, immediately bounce across to the other, then across to the first wall, then back across. It won't stop until you've placed your fist very firmly into the television screen. Not great when you're trying to clock up a respectable time.

And that's just *it*. This plainly hasn't been playtested enough. The courses are lovingly designed, especially the Giant House level, but the events don't do them justice. What this desperately needs, more than anything, is a race mode like *Mario Kart*; something with just a little more *bite*, something to keep you coming back. Because, there's an interesting concept in here and one that could have been the perfect companion to Nintendo's classic racer.

Presumably, though, this is more of an exploration game – where you potter about, marvelling at the scenery and doing a couple of not-too-challenging tasks on the way – but this was never likely to be enough to satisfy gamesplayers weened on the likes of *GoldenEye* and *Super Mario*; and anyway, the tasks are designed more like sub-games and, even then, the sort of sub-games that Nintendo or Rare would have discarded in their very first planning meeting. All of which means Human have, again, failed to deliver. Sigh.

TIM WEAVER

ALL ABOARD

Airboarding is quite a lot like snowboarding, except without extreme temperatures or, erm, snow. Instead, you float around the arenas on a board which happens to hover several inches above the ground. Crucially, you can 'board across any surface and also ascend vertical slopes, meaning those hard-to-reach areas are, in fact, not so unassailable. In fact, it's that bit in Back to the Future II, where Marty McFly gets chased across the lake in the town by Biff Tannen. A great idea, such a shame about the delivery. Let's hold out for that sequel, eh?

ACCESSIBILITY (Japan → UK)

Pretty simple stuff, really. Mostly English with a few, none-too-confusing Japanese options.

8 VISUALS
Actually very good. The arenas are superb.

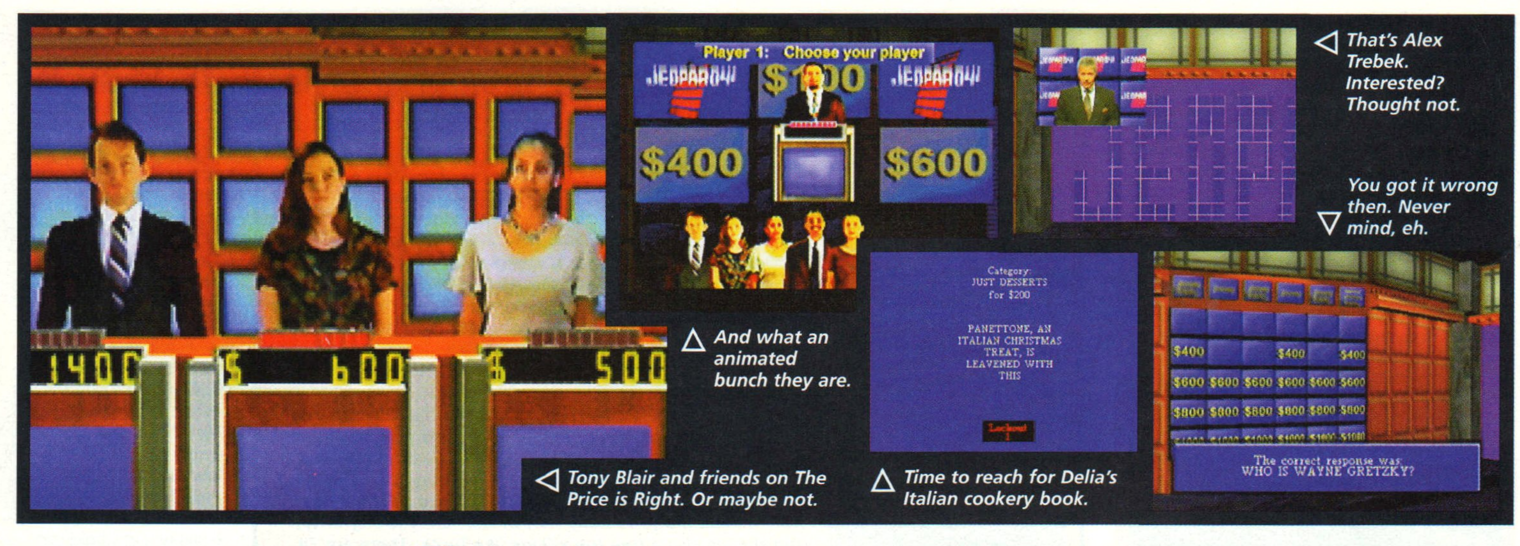
2 SOUNDS
Keyboard piano. A bit like the best song Elton John's ever written.

5 MASTERY
Threatens to demonstrate an eye for the machine. Then doesn't.

4 LIFESPAN
Big but boring. Rather like Vanessa Feltz.

VERDICT

Potentially a quirky little game. Sadly Human forgot to include objectives with any longevity, enemies or variety. Whoops, eh?



◁ That's Alex Trebek. Interested? Thought not.

▽ You got it wrong then. Never mind, eh.

△ And what an animated bunch they are.

◁ Tony Blair and friends on The Price is Right. Or maybe not.

△ Time to reach for Delia's Italian cookery book.

JEOPARDY

ACCESSIBILITY

Some Americanised categories, but you won't be buying this so it really doesn't matter.

1 VISUALS

N64 graphics have never looked so primitive.

2 SOUNDS

The game opens with the Jeopardy theme tune, from then on, only Alex Trebek's stunted speech interrupts the silence.

0 MASTERY

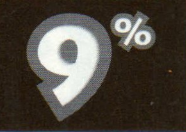
The ZX Spectrum had more to offer than this.

0 LIFESPAN

It's so tedious that you'll probably give up during your first go.

VERDICT

A sorry excuse for a computer game.



Master game-designers Take 2 have done it again. In issue 11 we gave their *Wheel Of Fortune* a barely-deserved 17%. Unfortunately, *Jeopardy* lacks the necessary quality to reach such dizzy heights.

Based on the American game show of the same name, *Jeopardy* is an exercise in futility. Its only redeeming feature being the option to choose a Tony Blair look-a-like for your player. Once he joins his fellow, 2D cardboard cut-out computer contestants, the fun begins; or not, as it turns out. The aim of the game is to win as much money as possible, answering five questions from six sections. Each correct answer earns you between $100 and $500. Get it wrong and you lose the same amount.

△ Dazzling visuals. That's what we bought our N64's for, after all.

Category: PERFUME For $500

THIS WHALE SUBSTANCE USED AS A PERFUME FIXATIVE CAN BE FOUND FLOATING ON THE OCEAN

Time 13

Now, contain yourself – you can't just go jumping in with your answer. ▷

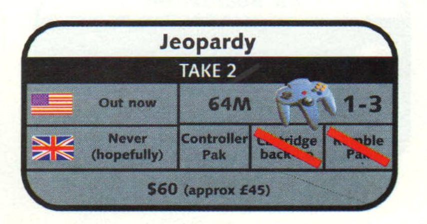
After each question there's 10 seconds thinking time when nobody can answer. This is followed by 15 seconds when anyone can buzz in. During this time, all you've got to look at is a plain blue screen and an untidily-written question – you're in for a frustrating wait if no-one knows the answer. Even if you think you have cracked it, there's then the time-consuming task of typing the answer in without a keyboard. This is even worse when you have to wait for your computer competitors to key in each individual letter.

Another major problem is that *Jeopardy*'s questions are Americanised, with sections on American museums and Presidential quotes. This means that unless you're an expert on Americana you might as well have a few minutes shut-eye during these rounds. If you get a question wrong, the host, Alex Trebek, chips in with some sampled speech, including stock remarks like "Gosh, that's wrong". The players however, remain tight-lipped and motionless. After the dull first round you move on to double Jeopardy, where you can win or lose twice the amount of virtual money. This fails to raise the excitement level even a notch. The final round, where you have to bet on your ability to answer a single question, is no better.

Jeopardy is very, very poorly programmed. On only our second game, questions started to reappear, giving you some idea of why it has such a limited lifespan. There can be no excuse for failing to include hundreds of thousands of questions, especially as the game is so limited graphically. At the very least there should be a mechanism to avoid repetition. With the aid of repeated questions we completed the medium difficulty version without much fuss. Winning gives absolutely no sense of satisfaction and our achievement was hardly recognised. Given the amateurish nature of the game as a whole, it came as little surprise that our patience wasn't rewarded with the blaring of fanfares or an elaborate congratulations screen.

To be able to answer *Jeopardy*'s questions you need to have enough sense to know not to spend pounds on a glorified quiz book. Competing with practically any other game on the N64 for your hard-earned money, *Jeopardy* simply doesn't cut it.

Worse than *Wheel of Fortune*? We didn't think it was possible.



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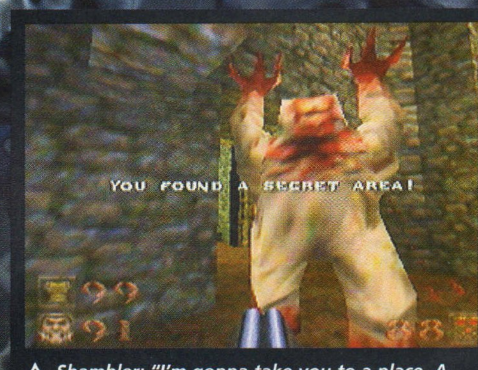

Shambler: *"I'm gonna take you to a place. A whole world of hurt, boy." Gulp.*

Just which game is the *scariest* thing on the N64? Which game makes your skin crawl, makes you sweat with fear, makes you grip the controller *so hard* that a tiny 'Z' can be seen imprinted on the end of your trigger finger? Which game do you always insist on playing late at night with the lights off, even though after half an hour's play you are too frightened to move more than three feet away from your TV, into the gloom, even to answer an urgent call of nature?

Doom was rather creepy, *Turok* filled the screen with blood, and we must confess to feeling the icy talons of terror sink into our hearts whenever those nasty shy guys transport our hero to their misty castle in *Yoshi's Story*.

But, scary as those things are, none of them even come close to giving us the kind of nightmares we have experienced after an evening spent cowering in fear in front of *Quake*'s foul array of hellspawn. Even Tim, unflappable games meister and professional swear machine, had to take a few days of compassionate leave after being ruthlessly 'gibbed' by the first Shambler he encountered.

It took an intensive relaxation session, involving Disney videos and soothing whale song, to calm our shattered nerves after we finally completed *Quake* (although one or two of us still experience disturbing dreams involving Bambi, Flipper and a nailgun).

But to tell you the truth, now that we've finished *Quake* we sort of miss being scared stupid every time we walk into the office. So we want *you* to give us our daily adrenaline buzz. We want *you* to scare us so badly that every day in the office is a three-underpant day. And we want you to do it with style, taste and humour. If at all possible.

Spend an entire day watching Wes Craven videos, and get your thinking caps on. Then send us something you think will truly terrify us. Absolutely anything, within reason, but remember that the more imaginative a fear-monger you are, the better your chance of winning.

HOW TO...
make the entire N64 staff scream

We're all grown ups. Some of us even wear long trousers (in the winter). Indeed, our collective age is so far over one hundred that we reckon we've seen it all before. So obviously we're not going to be particularly terrified by the more mundane things in life.

Spiders? We've all blasted them down the plug hole with a power shower before, so that won't cut it.

Rats? We eat rats for breakfast.

Dead things you find at the side of a motorway? You must be kidding. Who do you think made them dead in the first place?

In fact, we're quite certain we won't be scared by *anything* which may have been alive before it met you. Or anything which came out of a living thing – including any interesting substances you may have found in a body orifice – we definitely *don't* want to be introduced to Gilbert, the snotball you've been cultivating since the age of nine. Scaring *us* is going to take a little more imagination. And if it involves cardboard tubes, sticky back plastic, crayons, photographs, or make-up, then so be it... It's entirely up to you. Just don't forget that we will be employing a sniffer dog to weed out any suspicious packages before we open them.

The prizes

The reader who causes us the worst heart palpitations will receive a shiny new N64 console, complete with a copy of *Quake*. Nine runners up will also earn themselves a copy of *Quake*, all courtesy of GT Interactive. Get your thinking caps on and your halloween masks out, and you too could be *Quak*ing with the best of them.

How to enter

Send something you think will scare us witless to:

Quake With Fear
N64 Magazine
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Bath
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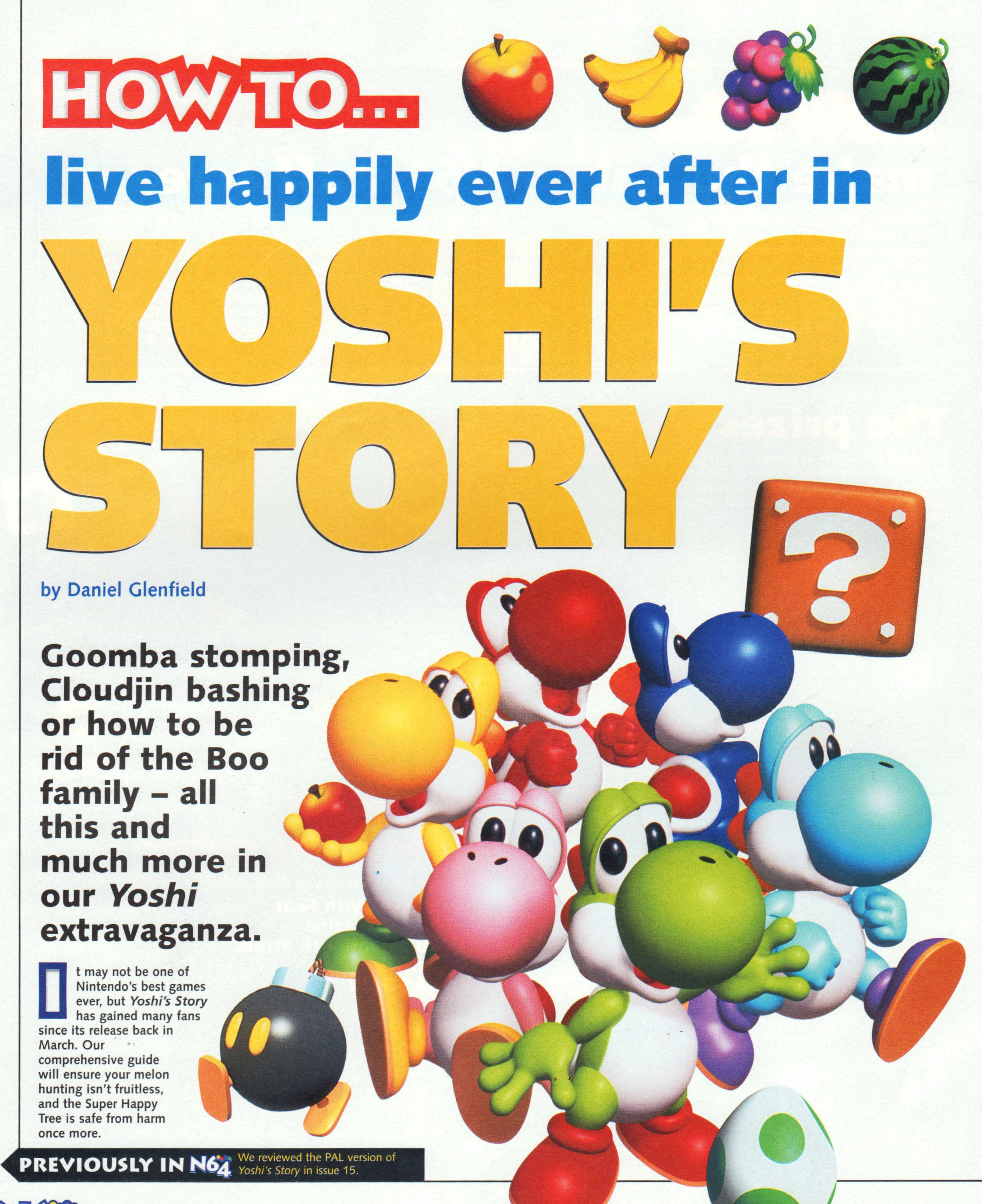
Rules

1. Remember, making us scared is *not* the same as making us sick.
2. No multiple entries.
3. Future employees, their families, friends, and people they have brushed shoulders with in the street are not eligible.
4. Closing date for entries is July 1st. Winners will be announced in the August issue. Probably.
5. If you would like your entries back, then please include enough stamps to cover the return postage.
6. The editor's decision is final. Don't mess with him.

HOW TO... live happily ever after in YOSHI'S STORY

by Daniel Glenfield



Goomba stomping, Cloudjin bashing or how to be rid of the Boo family – all this and much more in our *Yoshi* extravaganza.

It may not be one of Nintendo's best games ever, but *Yoshi's Story* has gained many fans since its release back in March. Our comprehensive guide will ensure your melon hunting isn't fruitless, and the Super Happy Tree is safe from harm once more.

PREVIOUSLY IN N64 We reviewed the PAL version of *Yoshi's Story* in issue 15.

Controlling Yoshi

Rather than tell you what each button does (because that's what the manual is for) we're going to give you some tips regarding Yoshi's abilities.

Hunting high and low

By holding Up or Down on the analogue stick, Yoshi can look above or below him. This is especially useful as hearts, ! balls, and many other items vital to your quest, are often hidden off-screen.

Jumping

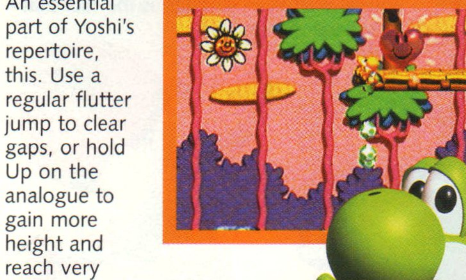
As with 99% of all platform games, the height of your leap is determined by how long the jump button is held down for – although you'll rarely use anything less than a full-height jump.

Bouncing

Vitally important if you are a) frantically fluttering above a perilous drop, b) leaping for melons (in the sub game), or c) attempting a Goomba Stomp (more on that later). The bounce technique requires you to land on an enemy while holding A. The type of adversary you land on will determine the height you gain.

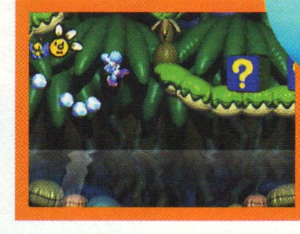
Fluttering

An essential part of Yoshi's repertoire, this. Use a regular flutter jump to clear gaps, or hold Up on the analogue to gain more height and reach very high platforms – or to get back on one if you fall off. You can combine both types of flutter jump by holding A and Up-Left/Right. This produces a very high jump which continues to move you forward.



Repeated fluttering

Once your flutter jump ends, release A and hold it again to begin another. Unfortunately, there is a long delay which is very annoying (especially when you are over a pit), but it will happen eventually.



Go further

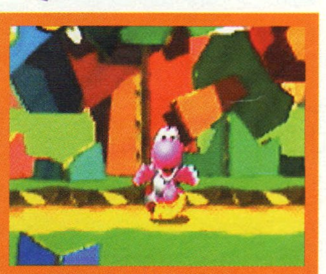
After a high flutter jump, you can get a burst of momentum, either to the left or right, by holding B and the analogue. This is especially useful for the leaping-for-melons sub game.

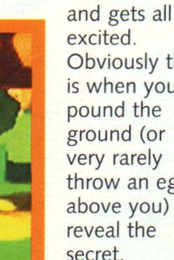
IMPORTANT

Unlike *Yoshi's Island* on the SNES, your flutter jump will cancel itself if B is pressed, so bear that in mind when going for fruit.

Sniffing

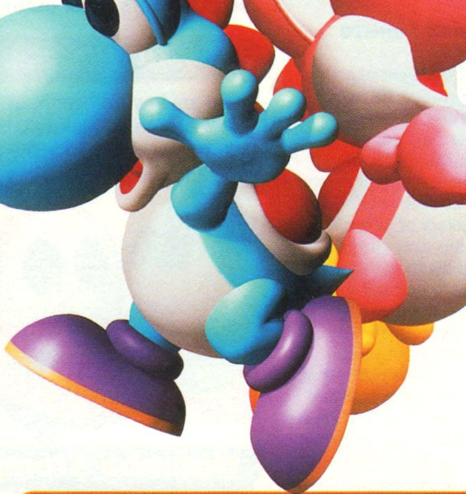
You must perfect this skill if you wish to become the 'Master of the Melon Hunt'. The sniff can also reveal coins, hearts, and platforms which gain you access to previously inaccessible areas. When Yoshi gets a whiff of something good an exclamation mark appears next to him. Proceed further and his nostrils start to work faster; when you're directly above buried treasure Yoshi turns to the screen and gets all excited. Obviously this is when you pound the ground (or very rarely throw an egg above you) to reveal the secret.





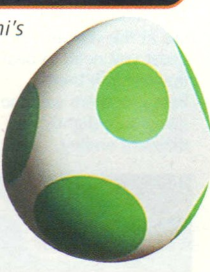
Invincibility

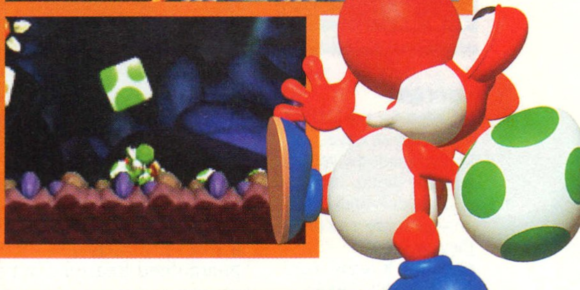
There are two types – Traditional and Heart. Traditional allows your character one second invulnerability – much like just about every other platform game under the sun. Hearts parachute to the ground after you've eaten six of the same fruit. Eat the heart and you'll be granted about 10 seconds of invulnerability; while you are invincible, bottom-slam the floor and all the shy guys in the vicinity will be transformed into your favourite fruit. Tasty!



Eggs

One of the best aspects of *Yoshi's Story*, eggs can be gained by eating enemies and hitting egg boxes. What you may not have noticed, though, is that you can determine which side of the box they will land on by hitting the other side of it. Useful (occasionally).





Using eggs

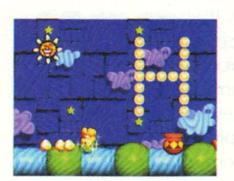
An important point to note is that eggs only go as far as the cursor can be placed; if you want to shoot multiple enemies at once then the cursor's position is extremely important. Another feature of these oval beauties is that they explode with a BANG!. The radius of the explosion depends on your energy level so, for maximum effect, you need to be Super Happy (i.e. have full health).

GO! GO!

EXTRAS!
All the big secrets in *Yoshi's Story* are revealed here! Read on...

BLACK / WHITE YOSHI
Find the giant egg prisons (2-4 has a black one and 3-3 has a white one) and complete the level without dying to hatch it. You may now select the black or white Yoshi for the story game. If they die though, you need to go back and collect another egg to get them again. The advantage of these hidden dinosaurs is that they love ALL fruit and ALL shy guys. The other benefit is that, at full health, their eggs have a massive blast radius and make the screen shake (which is nice). To save these Yoshis for use at the start of your quest you need to beat Bowser with them. Rescuing them will also give you a slightly different ending.

LETTERS
Included for the US/UK release these have baffled gamesplayers all over the world. What do they do? Well if we arrange them into order they spell out a sentence. It reads 'YOU ARE YOSHI'S GREAT PARTNER.' Which is nice to know isn't it?



General hints

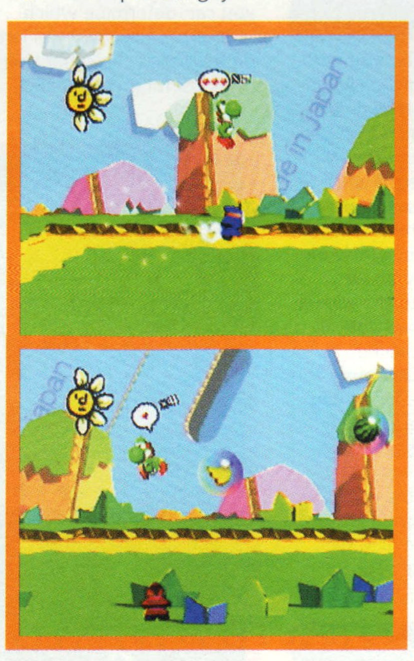
As with any game, complete mastery of the basics goes a long way to ensuring success. Here's some useful information about the world that surrounds Yoshi.

Shy guys

If you are low on health, or looking for a high score, then this could be very useful. Change the colour of a shy guy by pounding the ground while he's on screen.

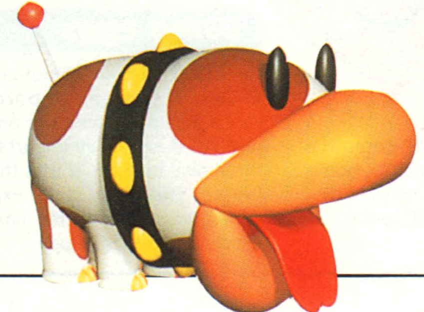
Goomba Stomp

An age old technique dating back to *Super Mario Bros.* on the NES. You need to jump on multiple enemies without touching the ground (remember the bounce manoeuvre we described earlier). By hitting lots of opponents you can soon get as many as 48 POINTS per bad guy!



Poochie the dog

If this mutt is around then you're guaranteed treasure. Get sniffing!



Bubbles

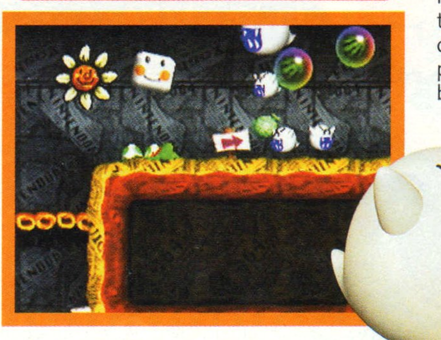
A few quick but valuable tips:
1) If you have no eggs you can burst bubbles by repeatedly jumping on them. They will burst, eventually.

2) If a bubble is over a gap, the fruit may be lost when it bursts. Remedy this by pushing it across the gap so the fruit will fall onto the ground when released. Should your bubble pushing go wrong, simply go off screen and come back – the bubble will have returned to its original position.

Umbrella

If you are looking for coins and fruit then you might as well forget this. The flutter is far more useful and Yoshi can't take damage from falling.

Boo Family



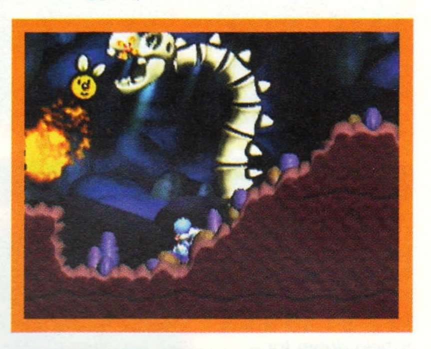
Again very simple to avoid. Hold Down on the analogue to raise them to the ceiling, stand up and go past!

Lakitu

Either eat him and use his cloud to skip past any difficult sections, or look nearby for any hidden secrets in the sky.

Bone dragons

Simple! Stand underneath their head and throw eggs upwards.

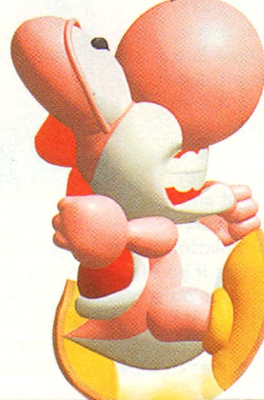


Bees

Either walk past these pests VERY slowly or hold R and go as fast as you can – they won't notice you!

Tiny eggs

A little peculiar this. Go to stage 4-3 and get shrunk by the flying Piranha Plant. Now collect some eggs and watch how they stay tiny even when you return to normal size! Even stranger is the fact that they have the same destructive power as before!



Bosses

Here at the **N64** office we can't think of a platform game that doesn't have at least one boss character (perhaps you know different?), so it was a fairly safe bet that *Yoshi's Story* would contain at least one of these scary tyrants. What follows is a selection of tips and tactics to help you overcome them.

Cloud N. Candy (3-1)

Essentially a giant piece of candy floss, this boss can be taken out very quickly. Just wait for him to land in front of you and then aim your tongue while hammering the B button. Be careful not to let him escape, as Cloud N. Candy gets faster as he shrinks.

Inviso (3-2)

This boss floats around while flying chicks attempt to take you out. To tackle the invisible irritant, jump onto the roof of the house facing you at the start and watch the screen carefully, taking out the flying chicks as you do. It's easy to spot the light being refracted as inviso approaches, so just take aim and fire. Eat the chicks for eggs and shoot them before digesting for energy.

Cloudjin (3-3)

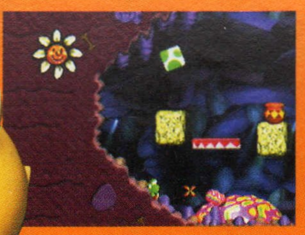
One of the trickier bosses due to the awkward platforms, spiked balls and Cloudjin's fiery breath. If you have an egg, throw it at him immediately after he finishes his little speech. Now stay on the platform with the egg box on the left of the screen, avoiding the spiked balls while you're there. As Cloudjin gets nearer collect some eggs (catching them with your tongue) and shoot at him when he's closer. Three hits is all it takes to see him off.

Don Bongo (3-4)

As long as you eat the 30th fruit with some eggs in your possession, you'll find this easy. As the Don waddles towards you, aim your eggs at his top lip, which enlarges as he loses energy. Hit his lips three times and it's all over. If you can finish him off quickly then it's a case of eating small trash while avoiding the bigger pieces, hitting him as he approaches you.

Slug (mini boss)

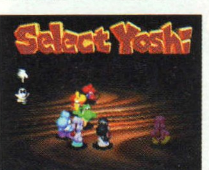
Three eggs will deal with the slug. Because its habitat is dark, the slug's eyes are highly sensitive to bright light. Aim the cursor just before them, allowing the blast radius to do the damage. Easy!

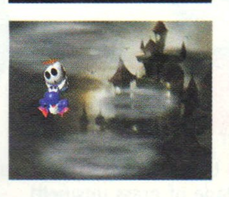


Baby Bowser (final boss)

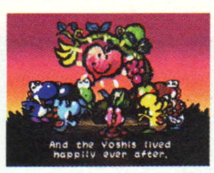
The hardest boss in the game (that's not saying much is it?), but we'll tell you how to finish him off quickly. Either shoot the ceiling with eggs and bombs, or use the blast radius of an egg to knock him to the ground. Now either position the egg cursor just before him (just like against the slug) or throw a bob-omb towards Bowser just before he leaps back up. Repeat this (even after his poem) to finish him off! Hearts are useful here because the infinite eggs you gain after eating them are great for beating the big baby.

WHITE SHY GUY
Found on lots of levels (1-3, 4-2 and 5-2 for example), this guy only appears when you have lost a Yoshi, and if you finish the level without dying you can use him to retrieve a captured Yoshi from the castle. Great!





DIFFERENT ENDING
For a slightly different ending, collect 30 melons on each level. The level order we recommend is 1-2, 2-1, 3-1, 4-1, 5-2, 6-4, as these are easy to get melons on.



CHANGE MUSIC
Go to Trial Mode and wait. Can anyone identify that tune? Please?

CAMERA CHANGE
On the level select screen on Story Mode use the C unit to move the camera, and R and Z to zoom in and out.

GO! GO!

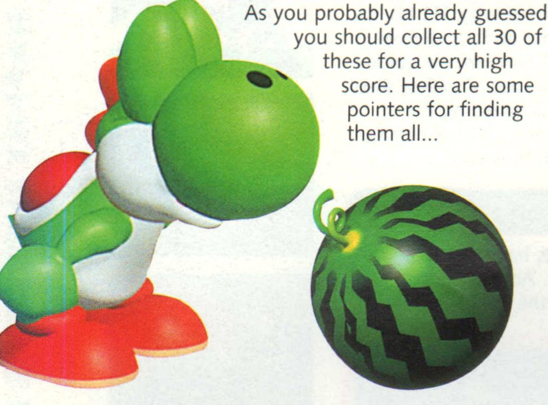
High score

In our opinion this is the best part of *Yoshi's Story* – a real challenge awaits in breaking your old scores! We've gathered some useful advice on how to get the best scores, and even set some targets for you to beat.

Yoshi

Choose the Yoshi whose favourite fruit is the same as today's lucky fruit, just in case you can't find those last few melons.

Melons



As you probably already guessed you should collect all 30 of these for a very high score. Here are some pointers for finding them all...

- Use the sniff throughout the level, leaving no blade of grass unsmelt!
- Get all seven from the sub games (crates and leaping).
- ? Boxes – Yoshi can smell the melon inside these, but if there isn't anything try pushing one into the goo on the sewer levels, shooting them on 1-2, or pushing two of them together to get the desired effect.

- Collect all coins in an area.
- Shoot at a bees' nest.
- Jump in certain areas.
- Collect the five big coins from the floating ? box.

Hearts

Collect all three of these to add lots of points to your score, but try to remember how many you have because the pause screen won't tell you.

Enemies

Big points can be made here. Here's how to get them...

- Stomp baddies instead of eating them, and preferably change their colour to yours before doing so.
- Goomba Stomp your opponents if there are four or more – otherwise just change their colour and get each one separately.

NOTE – It is possible to change two differently coloured shy guys into the same colour. You need to get just one of them on screen, change its colour, then repeat with the next one. Unfortunately their original colour returns if they wander too far away, but by doing this you can Goomba Stomp lots of the same coloured shy guys, in some cases trebling the amount of points you'd normally gain!

Coins

- Collect every single one. They may only be worth a point each but do YOU want to be pushed into second place on our leaderboard by just one measly point? I think not.
- Hearts – Collect these and be on the look out for LOTS of extra coins, but be careful not to change shy guys into lucky fruit because a lot of points are lost this way! By collecting melons in the order that they're placed in the level, heart fruits occur in areas full of hidden coins. You know what to do.

First time

Don't lose a life; you get a whopping 100 points for each Yoshi remaining at the end of every level.

Double check

Go back through the level carefully, checking for missed coins and shy guys etc.

TARGETS TO BEAT

We're going to be including *Yoshi's Story* in I'm the Best so, to get you started, here're a few scores for you to try and beat. Hopefully the tips will help you out.

LEVEL	SCORE
1-1	5615
1-2	5513
2-1	5495
2-2	5437
2-3	5413
3-1	5535
3-4	5216
4-1	5447
5-1	5328
6-4	5561
MAIN GAME	34848

TUROK 2

First in-depth look at the game to rival GoldenEye...

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Hello and welcome to the second part of our complete walkthrough to Konami's fabulous *Mystical Ninja starring Goemon* (we 'did' the first half of the game last month). Dye your hair blue and unsheathe your trusty chain pipe as we hurtle inexorably toward the fate of medieval Japan...

HOW TO... save Edo Japan from the Peach Mountain Shoguns in MYSTICAL NINJA part two

by Jes Bickham

Back to Zazen Town

This little chap's name is 'Dancin Alnite'. Puns ahoy.

Use Yae to summon Koryuta the dragon, and fly back to Zazen town. Enter the city and go through the passage situated at the end of the raised wooden platform, to the next wooden platform area. Take the door in the wall to the left, when you descend the platform, to come across a young lad. Head through the door and follow the path, over the bridges, to a door on your right. Go through; you'll see a hill. Walk right to the next door and go through to the desert. Find the pond and dive in to find Sasuke's first missing battery (plus a Fortune Doll). Head back to the hill; there's a house on top, whose Tardis-like dimensions contain a huge tree and a lake. Climb to the top of the tree, switch to Ebisumaru and use the Wind-Up Camera. Sasuke's second battery will appear, and – hurrah! – Sasuke now becomes a fully functioning member of your party.

Lovely, green haired Yae. A far more believable, and green haired, alternative to Lara Croft. Her fan club starts here. Green haired, she is.

Just to the right of this shot is a locked door. You'll have to enter it later to gain Sasuke's magic power.

Head to the door to the right of the hill, go through and activate your map. You need to head for the top left door. You'll then find yourself in a cave. Head through it to a cracked stone door and use Sasuke's Fire Cracker Bomb to blast a way in. And on the other side...

Look! There's Sasuke's No. 1 battery.

Use the map here to find the pond.

At the top of the tree; you'll want to be Ebisumaru here.

Come to the end of the cave and you'll need the Firecracker Bomb to get through.

Festival Temple Castle

Avoid the terrifying mechanical samurai and head left into the underpart of the castle. Go along to a door. Run, exit through a gate and then go left. Avoid the rolling barrels and go through the door. Dive into the water and swim around; go through the door. There's a locked door on the right – remember it, as you'll be back here later (head up the ladder on the right to find a Doll).

Head left, find the door, avoid the strange tank things and enter a room with plenty of steps. Standing on the highest step causes them to invert – bear this in mind and quickly peg it to the door on the right. Go left and find the moving platforms; you need to get to the door in the middle (firstly, however, head up the ladder for a Doll). Go through the door, grab the key and head back to the locked door. Go through, turn right and take the ladder up, following the roof around to acquire a Surprise Pack. Go on and jump down to where you started. Walk around the corner and take the door at the end. Here you'll find Sasuke's Kunai of Severe Cold – a handy weapon, as you'll soon find out. Go back outside and head left to the first door you come to.

Avoid the barrels and enter the next door. The door in the middle to your right contains freebies, but otherwise bounce over the drums to the right-hand door at the far side. Go through this room to one with platforms glowing with heat. Sasuke's – aha! – Kunai can be used to temporarily cool them down. Hop up them to the raised dais that holds Ebisumaru's Meat Saw Hammer (which can used to bop enemies for dumplings). Go back through the door you entered from but take the other door in the previous room. Dive in the moat and swim to a door that'll take you further outside. You'll now need to backtrack right to the start of this level, head up the stairs and turn right. But! Watch out for the huge cylindrical presses; if they squish you, you'll immediately lose a life. Ouch. Once through the door use Sasuke's Kunai to once again freeze the blocks. Now, make your way to the top to grab the gold key. Once you've got it, fall off the side onto the floor below.

One of the doors here will take you outside to a Gold Fortune Doll, whilst the other will take you back to the first locked door (the one we told you to remember about, yes?). Head through it and make your way to the next door. At the large waterfall jump onto the wooden platform and over. Hop onto the huge fish platform, and ride it around to the ladder, which will take you up to the next level. Hitch a ride on the next fish and walk towards the central pole; hop over and onto the next fish. Once on the last fish, don't jump until it has come to a complete stop. Take the ladder up and head on through a couple of doors to find the next boss.

Sasuke is, of course, a robot ninja. Who requires batteries. Kerrazy, eh?

Now you can freeze the red hot blocks, yes mama.

Terrifying mechanical ninja things. Eek.

Ladders, eh? Where would we be without 'em? Stuck, that's where.

Now you can bop enemies for a health replenishing dumpling.

Ghost Robot Tsurami

Nowhere near as nasty as her name suggests, unfortunately. Simply run around her in circles, avoiding the bolts she throws at you, stopping only to hit the red bolts back. Do this several times and Tsurami'll go nuts, throwing loads of bolts. Just dodge 'em as before, knocking the red ones back again. She'll soon be destroyed.

After Tsurami is defeated, grab the miracle star, watch the cut scene and marvel at the increasing weirdness of the Peach Mountain villains. The game is most certainly afoot.

Kyushu disappears!

Head through the cave and enter the left-hand door on your screen map. Follow the path around to the bridge and you'll be treated to an extended cut scene, involving someone who appears to be Ebisumaru's intended. But, what's this? Things take a turn for the worse as Kyushu Island is sucked up to the heavens by the evil Shoguns. Grr.

Zazen again

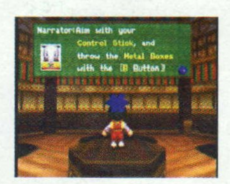
△ Shrink Ebisumaru here to grab the Fortune Doll.

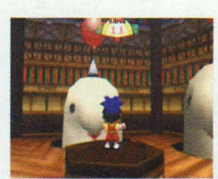
Use Koryuta to head back to Zazen town; head through the door you used earlier by the young boy. Find the cracked doors and use Sasuke's Fire Cracker Bombs to break in; there are some handy freebies within. Continue along the path and over the bridges to the door on the left. You'll come to a huge lake with a bridge spanning it. Go onto the bridge, jump over the right side into the water, head up the ramp and go along the wall. When it becomes blocked, use Ebisumaru's magic power to shrink; you can continue along now to find a Doll.

Jump back into the lake and swim towards the platform; take it up and hop onto the top of the wooden structure for another Fortune Doll.

◁ Jump into the water from here.

Return to Oedo Town

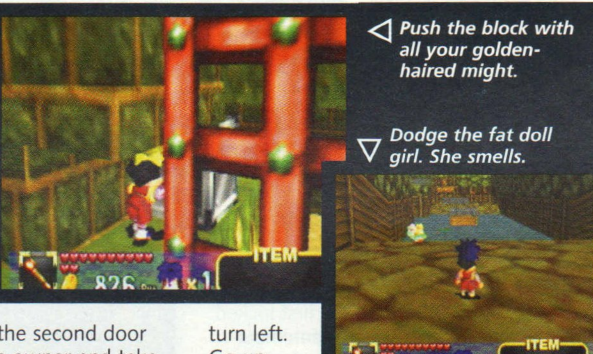




To win Goemon's secret power game, and stop the balloons bursting, keep on the move!

Use Koryuta to head back to Oedo town. Change to Goemon, enter the city and go forward through the doors. Go forward and turn right, through to the end of the path and through the door. You'll now be back where you started the whole game – at home! Enter the second door on your right, talk to the owner and take the test he sets you. It's not too hard, and when you pass you'll have Goemon's Sudden Impact Magic Power!

Walk back to the start of the city and leave via the doors. Cross the bridge and turn left. Go up the ramp and you'll find a metal block; use Goemon's newly acquired powers (Top-C) to push it forward. There's a Doll just to the side of the block – grab it, go through the gap left by the block to a door and then enter some caves. Go right and then up the ladder. Head over the platforms to the ledge on the left and hit the red button. Jump over the platforms to the next door. You'll find yourself in a chillier region of Japan; go to the door straight ahead and enter...

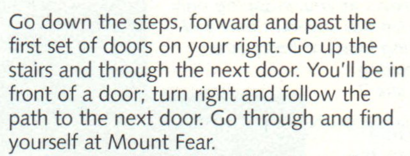


◁ Push the block with all your golden-haired might.

▽ Dodge the fat doll girl. She smells.

◁ You can hear the howling of wolves in this section. Spook!

Mutsu Festival Village



Go down the steps, forward and past the first set of doors on your right. Go up the stairs and through the next door. You'll be in front of a door; turn right and follow the path to the next door. Go through and find yourself at Mount Fear.

Don't bother fighting the ghosts; they're unstoppable. Turn right and go up the ramp when you come to the small obelisk in the snow; you'll find your path blocked. What to do next? Well... head back into the village, retracing your path. After the second set of doors you'll find a man in blue; he's Mokubei's brother (remember the chap in Mount Fuji?). Talk to him and he'll hint at what to do next – which means riding Koryuta back to Oedo Town so you can return to Mount Fuji. Mokubei will give upgraded weapons. Which is nice. Head back to Mount Fear and you can now smash the blockage with any weapon. Head up Mount Fear

The [Weapons] belonging to Goemon and allies improve to [Level 2]!

△ Wahey! Now you can smash that obstacle at Mount Fear.

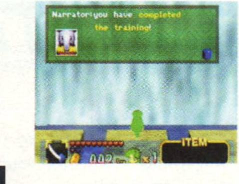
to the Witch's house. Speak to her, pay the 300 Ryo she asks for and see the plot thicken. When she's finished, return to where you entered the village and follow the path around to a door. Head on through until you come to a waterfall; You'll need to change to Yae before you read the sign and enter the test – again, it's not too difficult. Once you succeed, Yae will gain her Mermaid Magic Power.

Go back through the village, and past the small obelisk at Mount Fear to a set of doors. Go in and leap into the lake; turn Yae into a mermaid (Top-C), swim down, hit the switch and enter the door where you'll find the distinctly un-medieval Japan submarine.

◁ ...And party. Just a little joke. Very little.

Lovely Yae. Now, unfortunately, a small fish. ▷

◁ Up the mountain to the Witch's house, where more shock developments await.



Each of the four characters has their own little sub-game which gives them special powers. You can't skip them because they're essential if you want to progress in the game.

Gourmet Submarine Castle

Enter the sub and follow the arrows to the lift. In the first room climb up to find Mr. Elly Fant. Head through any door and carry on 'til you find the room with the moving platforms. Hop over them to find the key in the corner. Head back two rooms to the locked door. Enter and jog around the corner to the lift. Use mermaid Yae and go underwater to the next door. Swim through the next few rooms until you find the locked door; the key is in the same room. Go through the door, swim around the corner to the left and then go down the ladder and out. Jump on the conveyor belt and head straight over to get the key. Jump over and onto the belt that leads to the locked door. Climb the ladder, grab the key and open the locked door. Within is Yae's Bazooka and another key. In the next room go underwater and through the door. Swim up to the lift, but before you get on, look for the tiny door in the corner of the room. Take the shrunken Ebisumaru through to find a Surprise Pack.

Head back to the lift and go through the door on the right in the next room. Bash the baddies and jump up along the ledge for another Surprise Pack. Go through the door, take the door on the left, jump into the soup bowl and across to the door without a lock. Go through, defeat the monsters for a key, and use it in the door around the corner. Inside is the key for the door next to the unlocked one; go in, take the lift, run across the room and enter the door. Watch the cut scene, save your game, and prepare for another bout of robot fisticuffs.

△ The submarine. Very Super Mario 64.

Swim through its innards until you find the dry gantry. ▷

△ This is the lift you'll have to take.

△ The key's just on the other side of this room...

△ ...And here's the door that it fits in.

△ More locked doors – you'll need another key.

▽ Gold key ahoy! Jolly good.

△ That's Yae's Bazooka. Handy, indeed.

◁ Almost there... just a little further.

GO! GO! ▷

GOEMON IMPACT 2

The charming mermaid Thaisamba 2

This robotic adversary (who is, apparently, a 'charming mermaid') is pretty much identical to Kashiwagi in his method of attack. Simply try and hook him with your chain pipe whenever possible, reel him in and give him a good beating. Otherwise, punch the coloured balls he throws at you and shoot him whenever you get the chance (using the Z Trigger).

He's no harder to beat than Kashiwagi.

Zazen again (again)

Benkei: Well, there is the collector with a collection even greater than mine...

What do you want with me, the mighty water imp Kihachi?

According to legend, the Kappa keep water in their bowl-like heads.

After beating the mermaid, return, via Koryuta, to Zazen Town. Locate Benkei (the gatekeeper) and he'll tell you about someone you should see... Go to the pond, situated in the passageway that connects the two raised wooden areas, and meet the Water Imp Kihachi (based on the Japanese water demon Kappa, fact fans). Find the small boy you visited earlier, then head to the room where you gained Ebisumaru's Mini Magic Power; talk to the priest there. Get the key from him, exit and take the door to your right. Go over the bridge and through the doors; enter the locked door immediately to your right. Be Sasuke and take his test; again, it's not too hard. Return to the small boy. Walk through the doors, go left and take the second door. Cross the bridge, go through the doors then, at the end, use Sasuke's new power to jump up to the ledge on the right. Cross over and speak to the priest's son. Buy the 'Quality Cucumber' from him – 800 Ryo, mind – and return to Kihachi. He'll give you the Miracle Snowflake. Take Koryuta to Mutsu Festival Village and go to the lake that led you to the submarine. Go through the door on the left. Approach the stone dais (the 'Pemopemo god') and – gasp! – prepare to enter outer space.

Inside is Sasuke's magic power training.

From here it's straight off to outer space.

Gorgeous Musical Castle

What now? Oh! It's a wall of cabbages.

Oh yes; for this is the Shogun's base. Take the left door, go through the room into the next and follow the walkway to the silver key. Go through the locked door in the same room. Jump over the fans, grab the gold key, then retrace your steps to the first room in the castle; go through the locked door. Enter the next room, go down the ladder and around to another door, then bounce up the drums to – yes – a door. Cross the blue platforms to get Mr. Elly Fant, then use Sasuke's magic jump to reach the key to the side of the door below. Go through the door, then the locked door, and on to a room that contains a tiny door and a locked one. Use mini Ebisumaru to go into the tiny door and grab the key. Return to the locked door, go through, and make your way to the top of the next room to get the key. Return to the room with the tiny door, climb the ladder, find the red button and hit it. It'll bring down some stairs. Avoiding the waves, go through the door and hit the next red button to activate more stairs. Use mermaid Yae to swim down for a

The fans fold up – do be careful.

Across the gangplank o' doom. Or something.

Hope you've got the key, or you'll find yourself just a little bit stuck....

A few more floating platforms to negotiate.

Watch out for the waves; they hurt.

Go and crack that door open. You're almost there.

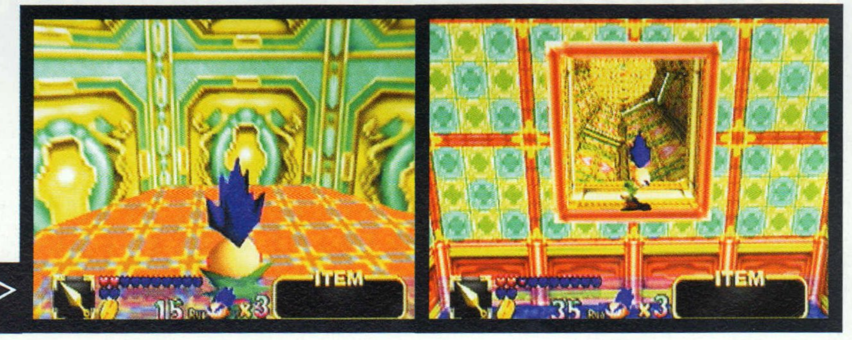
The first room. You'll be back here later as this is where you need to go to reach the cylinder room.

Over to the other side and then on through the door. Simple, eh?

Surprise Pack, go through the door and find yourself outside. Head off to the next set of gates – the shops on the way sell pretty much anything you need – and carry on to a blocked door. Walk back to the gates and enter the restaurant on the second right. The Wise Man is in there, and he'll upgrade your weapons. Now you can smash through that locked door. You're now – spook! – in the Shogun's own temple!

End game

Go up the stairs on your left and through the door. Jump the platforms to the next door and make your way over the conveyor belts until you reach the red switch. Hit it and enter the next room. Do the same in here, then, in the next room, hit this third red button and leap onto the rising platform. Grab the key on the top and go through the door. Head down the slide, through the door, turn left and through another door. You're now back at the beginning. If you jump into the picture you'll find a Gold Fortune Doll; otherwise, simply head through the door under the stairs and then into the cylinder room (be careful not to fall through the gaps, mind). Go through the next door, and then, finally…



Go up the platform to reach the key.

It's showtime!

Ah. The Shoguns are here, in their inner sanctum. They'll attempt to brainwash your party with a deeply strange song and dance routine. Fantastic!

and that's it… or is it?

The end is in sight, but we'll leave it up to you to discover if Goemon and his chums can resist the disturbing charms of the Peach Mountain Shoguns.

HOW TO...

discover every last secret in

PART ONE

QUAKE

by Martin Kitts

Have you been riding too many rockets, or accepting too many shafts? Never fear, N64 Magazine is here to help you salvage some pride.

Is there anything more irritating than completing a level in *Quake*, only to be told that there is an elusive 'secret' tucked away in some obscure location?

We'd rather sniff itching powder and rub our palms with nettles than leave a stone unturned in our quest for *Quak*ing glory. Honestly. So in the spirit of freedom, adventure, and the **N64** way, we bring you the first part of our no-holds-barred guide to uncovering each and every one of those tricky little secrets.

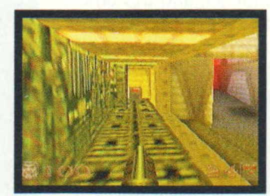
PREVIOUSLY IN N64 We started battling with *Quake* in **N64**/12 and there's a full review in **N64**/15.

LEVEL 1: SLIPGATE COMPLEX — 5 secret areas

A short and simple level, with no difficult jumps and only a few grunts and their pet Rottweilers to deal with. Hopefully you'll have discovered all of the secret rooms by now, but just in case you're missing any, here's where they've been hiding.

Secret area 1

Hop up onto the ledge just to the right of the level's start, and shoot the panel to reveal a box of shells.

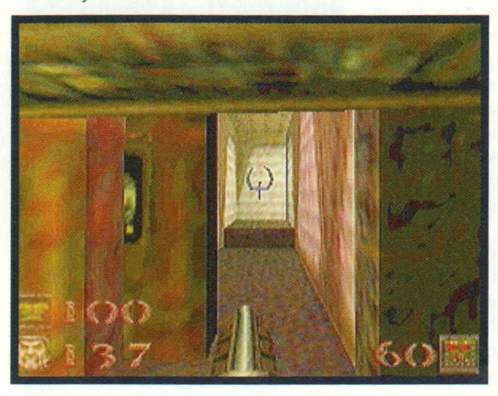


Secret area 2

After shooting the Grunt and gibbing his dog, jump into the river and swim through the tunnel to locate a temporary 100 health icon.

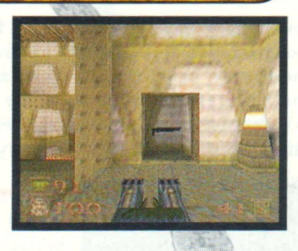
Secret area 3

Enter the main building and stand facing the TV screen situated behind the pillar on the right. Shoot it to raise yourself up to the ledge. Shoot the next screen to gain your very first Quad Damage icon. Go crazy.



Secret area 4

Shoot the red button situated on the wall above the first pool of slime. A door concealing a double-barrelled shotgun will have opened to your left.



Secret area 5

Press the three red buttons and collect the biosuit hidden behind the pillar at the bottom of the walkway. Jump into the slime and swim to the deepest section. Surface inside the stone square, and you've found the last secret area.

LEVEL 2: CASTLE OF THE DAMNED — 3 secret areas

Level 2 introduces you to the pineapple-happy Ogres. Filling them with nails is the best way to defeat them here, but keep a respectful distance away from any stray explosions.

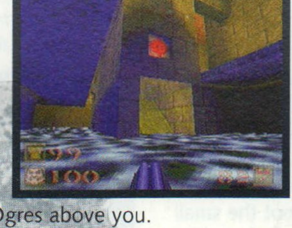
Secret area 1

Jump into the water underneath the central walkway. Swim back the way you came and then up the ramp for health and ammo.

◁ Take a deep breath and prepare for the plunge.

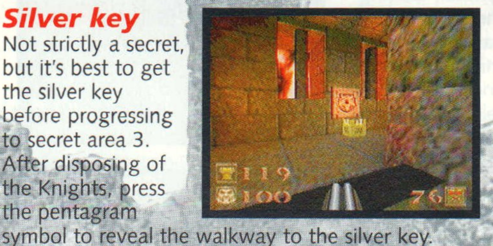
Secret area 2

Get back into the water and swim through the passage to the left. The secret area is through the drop-down panel, but look out for flying grenades from the Ogres above you.



Silver key

Not strictly a secret, but it's best to get the silver key before progressing to secret area 3. After disposing of the Knights, press the pentagram symbol to reveal the walkway to the silver key.



Secret area 3

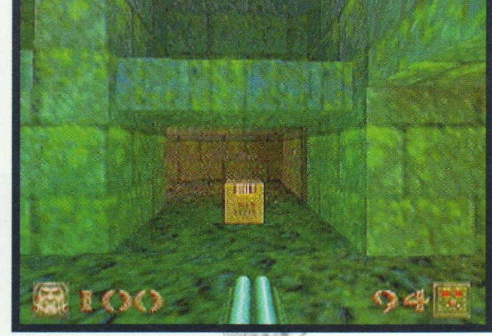
Up the steps opposite the silver door, you will notice a brick sticking out of the bottom of the first pillar. Press it to open the way to a Quad Damage power-up. Now, head through the silver door and you'll have no trouble disposing of the last of the hellspawn.

LEVEL 3: NECROPOLIS — 3 secret areas

The Necropolis is chock full of Ogres, Scrags, and the disgusting, entrail-throwing Zombies. Fortunately you will also find the grenade launcher here, and there's nothing quite as satisfying as luring four or five Zombies into a tight corridor and gibbing the lot of them with one well-placed grenade. Mmmm, flying body parts. Near the end is a handy teleport taking you to level 7.

Secret area 1

After clearing the first room, head right and follow the path, gibbing as many Zombies as possible along the way, until you come to a large watery cavern containing a gold key. Collect this, and head for a spot by the far wall between the two walkways. You will sink into a deep pool of water. Swim through into the cave ahead to collect a Ring of Shadows.

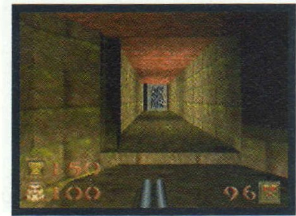


Secret area 2

Go back the way you came, take the elevator up, and kill the Zombies below the walkway (if you haven't already). Jump down and shoot the wall behind the ammo crate to reveal the second secret area. Leave via the lift for an armour pick-up.

Secret area 3

Make your way back to the start and this time go through the large door, where you will find a nailgun. Pick it up, then shoot the symbol on the wall to open up a staircase in front of you. Press onwards (there is only one route to take), using the occasional Scrag to practice your long range aiming (you'll need it later). Eventually you'll come to a large door, behind which are two Ogres on platforms high above you. Kill them to unlock the bars to the left, and shoot the wall behind the armour to reveal a teleport. Jump through and you'll land on one of the Ogres' platforms. On the second platform, shoot the wall to the right to reveal the entrance to level 7.



LEVEL 4: GLOOM KEEP — 5 SECRET AREAS

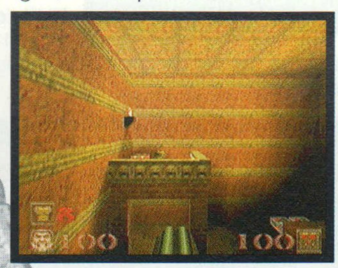
Now it starts to get tricky. Gloom Keep's maze of booby trapped corridors will frustrate many players who haven't been brought up on a solid diet of *Doom* and *Hexen*. It's also where you'll meet your first Shambler. Tell him we said "Hi!" then run, as fast as your polygon legs will carry you.

Secret area 1

To the right of the bridge, hidden in the underwater shadows, is a cave containing health and ammo.

Secret area 2

Enter the keep via the side door. Once you get to the room with the staircase leading down, take a moment to kill the lurking Ogres, then hop onto the stair rail and leap over to the wall on the other side. Tiptoe along the narrow ledge and make a running jump to the turret containing a handy armour bonus.



Secret area 3

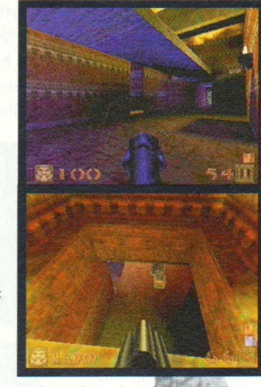
Return to the main entrance, avoiding the pools of light (traps y'see), and take the right hand walkway, just past the rocket launcher. At the top of the staircase, in a room full of Ogres, is a pillar with a torch mounted on it. Headbutt the torch to open up a secret door just behind it.

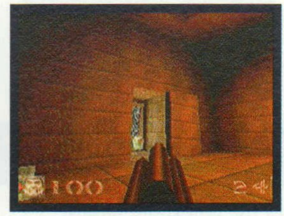
Secret area 4

Ascend the next set of stairs and you will see a teleport. Don't walk straight through it, unless you fancy taking on a Shambler. Instead, walk behind it, and then go through. You'll be teleported to the top of the keep, where you will find a Quad Damage power-up. Run back to the teleport, collect the gold key and bazooka our shambling friend into a thousand pieces.

Silver key

Not a secret, but a little tricky. Return to the walkway where you found the rocket launcher, and this time take the left hand path. Follow the path round to a section with large pointy blocks moving back and forth. Go past the first one and step on the switch, then jump off the side and walk towards the lift on the right. Go up the stairs and through the door to get the silver key.





Secret area 5

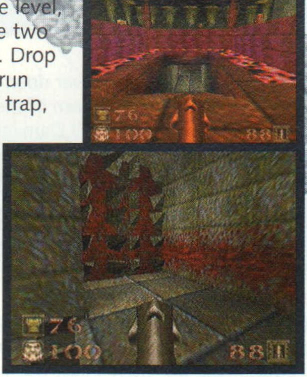
Open the silver door (underneath the rocket launcher platform), and press the button. Take the lift (behind you) up to the top and drop down the hole behind the door. Shooting the wall opposite the teleport will reveal the final secret area.

LEVEL 5: THE DOOR TO CHTHON — 4 SECRET AREAS

The Door to Chthon is chock full of Ogres, but you should be accustomed to dealing with them by now. The only problems you're likely to encounter are in finding the last couple of secrets.

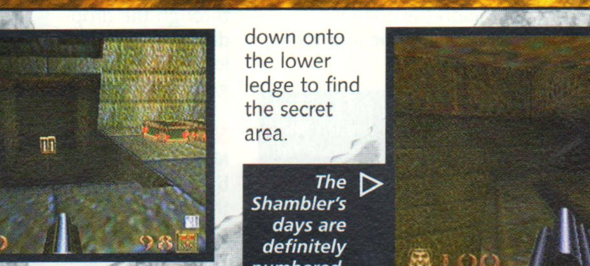
Secret areas 1 & 2

From the start of the level, go left and press the two Q symbols you find. Drop down the hole and run past the sliding wall trap, escaping via the lift on the right. Get the silver key and walk through the teleport to return to the start room. Now go across the twisting girder underneath the platform you started on. Battling past the three Ogres, you will find yourself in a room with a large Q symbol and a smaller symbol on a pillar. Press the Q symbol first, to release a few Zombies, then shoot the small symbol, causing the stairs to slide back. Walk down this new opening and through the teleport to access both secret areas.



Secret area 3

Go through the large doors and trigger the floor switch, making the gold key in the start room accessible. This will enable you to exit the level, once you've defeated the waiting Shambler. To make him a bit easier, a Quad Damage icon is nearby. In the room to the left of the start, high on the wall opposite the first Q symbol you pressed, is another Q symbol. Shoot it to gain access to the rafters above your head, and drop down onto the lower ledge to find the secret area.



The Shambler's days are definitely numbered. ▷

Secret area 4

Jump back down the hole and go down the stairs to the sliding wall trap again. Wait for it to slide past, revealing a teleport to the last secret area.

LEVEL 6: THE HOUSE OF CHTHON — NO SECRET AREAS

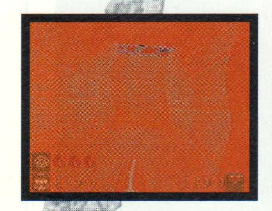
Defeating Chthon is simplicity itself. Once you've unloaded the entire contents of your backpack into him to no avail, you'll realise that there must be a simpler way to dispose of the first boss. Run around the upper walkway, tripping the two switches at the sides to lower the two electrodes. Step on the central switch to turn on the current. Repeat until Chthon is nicely cooked. Challenging? Pah.

◁ Raise your hand at me young man...

...And you'll soon regret it. Fry, baby. Fry! ▷

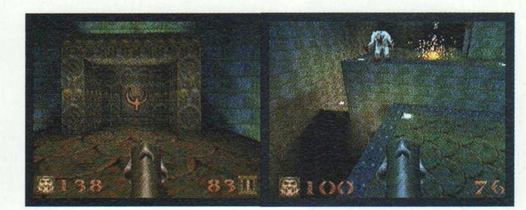
LEVEL 7: ZIGGURAT VERTIGO — 2 SECRET AREAS

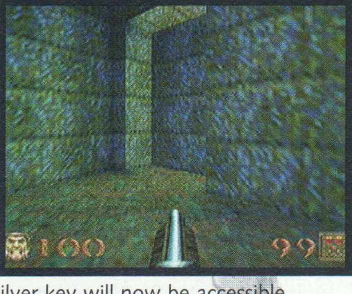
Accessed from level 3, and your first taste of a secret level. The low gravity here makes aiming with the rocket launcher a complete nightmare, but it does allow you to pull off some spectacular jumps – adjust your trajectory in mid air to ensure a precise landing.



Secret area 1
Enter the pyramid at the start and collect the armour and the pentagram of power. Turn round and walk into the lava to the right of the bridge. You'll sink down under the surface, where you will find a cave containing a Quad Damage.

Secret area 2
You'll need to find the silver key first. To do this, you must find and press the three Q symbols. The first is at the top of the elevator near the start, the second is in the pyramid, and the third is at the top of the elevator behind the pyramid. The silver key will now be accessible. Behind the silver door to the left is a recessed wall panel, behind which is the second secret area.

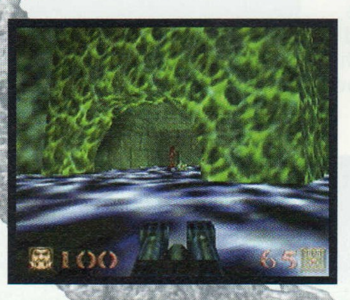




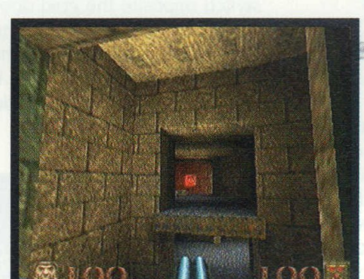
LEVEL 8: OGRE CITADEL — 3 SECRET AREAS

Fortunately, like most levels in *Quake*, Ogre Citadel has a fairly simple layout. However, you will spend your first few attempts getting splattered all over the castle walls by the hundreds of flying grenades you'll encounter before you get a chance to learn the best route. It's best to use the grenade launcher to clear each room from a distance, before finding the secrets.

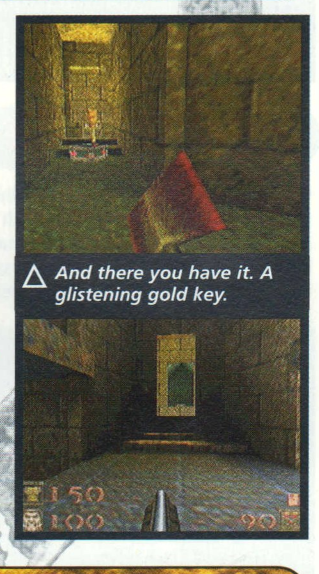
Secret area 1
Down in the moat below your starting position, to the left of the drawbridge. Behind the far wall is a health bonus and a lift up to the second level of the moat.



Secret area 2
Walk all the way round to the left of the second level of the moat. You will find some steps with a grenade launcher on top. Secret area number two!



Gold key
Go back the way you came and take the lift up to the castle entrance. Walk down the red twisting stairs to the right by the locked door. Follow this passage around past a Quad Damage power-up, and take a running jump over to the hole in the wall containing a red button. Press this to release a gold key in the room below.



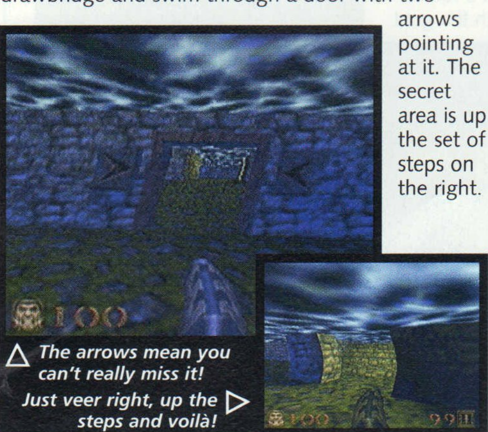
△ *And there you have it. A glistening gold key.*

Secret area 3
The final secret is found by hopping out of the castle window onto a ledge outside, and following it around past the armour.

LEVEL 9: THE CRYPT OF DECAY — 4 SECRET AREAS

The Crypt is where you'll find the Dark Knights – particularly unsavoury characters, fond of spraying fireballs over a 45° arc. Use the rocket launcher to kill them from a distance. They're satisfyingly easy to gib. You'll also find the entrance to level 12 here.

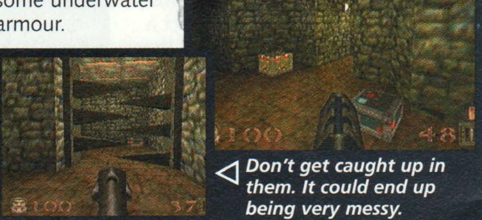
Secret area 1
Go through the tunnel in the moat under the drawbridge and swim through a door with two arrows pointing at it. The secret area is up the set of steps on the right.



△ *The arrows mean you can't really miss it! Just veer right, up the steps and voilà!* ▷

Secret area 2
To the left of the stone-walled bridge is a platform with two Zombies on it. Rocket them, and go through the tunnel that opens up on the left.

Secret area 3
Walk back towards the bridge and go through the other passageway. Past the booby trapped door is a gold key, which will release Dark Knights from the three hidden alcoves. Shooting the wall at the back of the right hand alcove reveals a health bonus and some underwater armour.



◁ *Don't get caught up in them. It could end up being very messy.*

Secret area 4
Not only a secret area, but an entire secret level! Head back through the gold door, towards the end. In the room where the second Shambler came from, there is a button on the ceiling. Shoot it, then jump up and press the button in the secret room that opens in front of you. Go back to secret area 3, and you'll find that the underwater grate where the armour was, is now open, allowing you to access level 12, The Underearth.

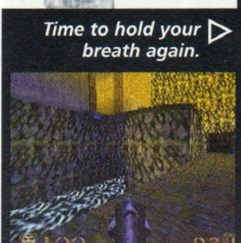
GO! GO!

LEVEL 10: THE WIZARD'S MANSE — 2 SECRET AREAS

No branching corridors and no way to get lost should make this a very simple level to complete. Unfortunately, it's stashed with some very unhappy Ogres who will bombard you with grenades from the upper walkways.

Secret area 1

Jump into the water by the column with the Ogre on top. There is a lift at the bottom, taking you to a free box of ammo. Nice.



Time to hold your breath again.

Shoot the wall and the secret area is revealed. A red suit of armour is an added bonus!

Secret area 2

Follow the only route you can take around the castle. Many Ogres later you will find a button, which will take you on a submarine trip to a new area. Past the gold door, up the stairs, you will find a gold key. Shooting the wall just before this corridor opens the secret area.

LEVEL 11: THE DISMAL OUBLIETTE — 2 SECRET AREAS

Once again, the sheer rock hardness of the enemies will frustrate your first few attempts to get to grips with the layout of the level. It's relatively simple, with each of the three main areas opening up in turn once the appropriate switch has been pressed. Make sure you have some cover to dive behind before taking on the Vores.

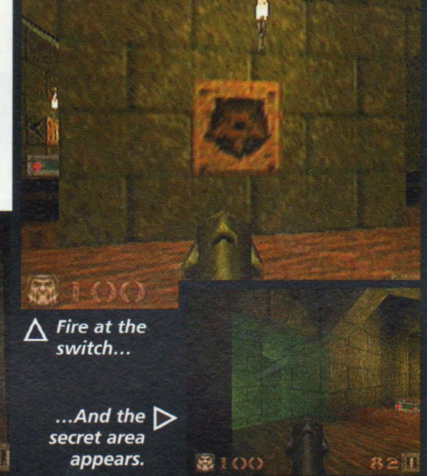
Secret area 1

At the top of the first area you will find a pentagram symbol. Press this, and the bar blocking the smaller pool at the bottom of the tower will be drawn back. Jump into the pool for a Quad Damage.

It's worth getting wet for a Quad Damage power-up.

Secret area 2

In the second area, press the switch opposite the gold door, followed by the switch on the first floor to access the second level. Shoot at the corner of the wall to open up a staircase down to the second secret area.



Fire at the switch...

...And the secret area appears.

LEVEL 12: THE UNDEREARTH — 2 SECRET AREAS

Accessed from level 9, The Underearth is small but highly dangerous. Don't spend any longer than necessary in the rooms with the spike traps, and beware of getting knocked into the poisonous slime by your rocket launcher's recoil.

Secret area 1

Swim through the tunnel in the water on the right of your starting position. To release the Quad Damage, press the sticking out brick low down on the right hand side.

Quad Damage – always welcome, rarely seen.

Secret area 2

Collect the gold key, which is located deep in the bowels of the castle, past a room filled with nail traps. Go through the gold door and drop into the slime on the right hand side of the walkway. Step backwards to collect a biosuit, then make your way to the centre of the room. Once you are standing in the right spot, you will sink down into the secret area.

You'll have to be quick to make it out of the slime before your air expires.

NEXT MONTH

We take you on the final part of our *Quake* tour, taking in levels 13 to 25. Highlights include a mauling from a Vore, and a nice gibbing or two.

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HOW TO...

choose and use your import CONVERTOR CART

by James Ashton

Yearning to play those import games on your PAL N64? A convertor cartridge could be the answer, but choosing and using one is not as easy as it might seem.

Reading through the Import Arena section of N64 Magazine, you'll often come across reviews of games that will never see the light of day in Britain. *64 O-Sumo* scored 90% back in issue 11 (it's one of Max's very favourite games), but it'll never be released outside of Japan. Similarly – and very disappointingly for Andrea – it's unlikely that *Tamagotchi World* (79%, issue 12) will ever catch the boat to the UK. Annoying.

And even when Japanese or American games do get a UK release, it's often quite a while after they first came out in their country of origin. *1080° Snowboarding* is a classic example – it's out now in the rest of the world, us Europeans will have to wait until – gulp – November. Irritating.

In some cases – although, thankfully the worst of this is now over – the Japanese or American version of a game is actually in some way superior to the PAL release. *ISS '98*'s Japanese incarnation has the official FIFA licence and will feature the same real player benefits hoovered up by EA's game in the rest of the world. Positive buttock twinge.

But if you've got a PAL machine, you're a bit stuck. The NTSC/PAL differences between Europe and the rest of the world ensure that import carts will not work with N64's bought over here. You *could* buy an American N64 (and hope your TV can accept an NTSC signal – it's a black and white picture or snow, otherwise), but that's a bit expensive. On the face of it, if you're determined to play that foreign title, a convertor cartridge might be your best bet.

PREVIOUSLY IN N64 We ran a huge feature on import gaming back in issue 12.

What and how?

Convertor carts exist in the shadowy unendorsed world of N64 peripherals. Manufactured by third-parties such as Fire Interactive, they slot into the cartridge slot of your N64 and, in turn, have two cartridge slots themselves. The slot at the top is for the import title you wish to play, while the slot at the back is for the 'key' cartridge. The convertor cart works by fooling the N64 security mechanism into thinking that the security code imprinted on the key cart belongs to the import cart that would normally be locked out. Confused? Read on.

NTSC and PAL N64s both have security chips designed to work in conjunction with a security device included on the game carts. The main purpose of this is to ensure that only Nintendo can manufacture carts, protecting us, and them, from pirate manufacturers. However, another part of the security ensures that NTSC machines will only recognise NTSC games and PAL machines only recognise PAL games. This is an extra level of security over and above the technical PAL/NTSC incompatibilities.

Compatibility incompatibility

Once Fire International (or whoever) had manufactured a cartridge that successfully manages to pull off this code switching trick, you'd think that would be it. Hooray, there's an adaptor on the market that allows PAL gamers the luxury of choosing which version of any particular game they buy. But no, unfortunately it's not quite as simple as that. Nintendo hate convertor carts with a passion. Convertor carts mean that they can't control who plays what and when – it messes up their advertising, encourages all sorts of illicit international importation, and – when push comes to shove – loses them hard cash. As a result, each round of new Nintendo games comes with an updated security system, that locks out the latest versions of any convertor carts on sale – that's what the whole system is designed for: to keep Nintendo constantly one step ahead.

Arms race

The convertor cartridge business is a constant battle between the manufacturers and Nintendo. As soon as a new adaptor comes on the market, Nintendo change their security and the next big Nintendo releases will be incompatible with convertor-owning gamers. Second and third-party games (those not programmed by Nintendo) are slower to react, and an old convertor can continue to work with new non-Nintendo games for quite a while. Sooner or later though, every new game will be locked out and if you want to continue to play new import games on your PAL N64, you'll have to wait for a new version of the convertor.

△ *This import version of Mario 64 has been 'letterboxed' by the convertor.*

Pros

For the majority of games, convertor carts will produce a perfectly-acceptable full-screen game image. They will also work for NTSC machines as well as PAL – this means if you're an NTSC gamer and you'd like to play a PAL game on your machine (the far-superior *ISS64* and *GoldenEye*, for instance), you use the same set-up as a PAL gamer, except with an NTSC cart in the key slot.

In the bad-old days of PAL conversions, many of Nintendo's finest games arrived in the UK with the dreaded 17% slowdown, and hoofing great screen boarders. The great news about convertor carts is that, in the majority of cases, they'll play NTSC carts full speed and full screen, giving their owners an opportunity to see what games like *Wave Race* and *Mario Kart 64* were supposed to look like. If you find a convertor key cart set-up that works acceptably with the import games you want to play, there's no finer way to get around Nintendo's rules.

Cons

Of course, convertor carts are not without their problems. The first of these is the compatibility problem that we've already touched upon. The only sure way of knowing if a convertor works with a particular import cart, is to either read it in **N64** Magazine, or see it going with your own eyes.

Unfortunately, Nintendo aren't keen on retailers selling convertor carts, and most high-street shops don't stock them. Independent shops are a better bet, but the real king of adaptor sales are the mail order companies – unfortunately just the type of outfit that make a compatibility check difficult to perform. And, while the majority of mail order retailers behave impeccably, there might be a few rogue outfits who insist that the adaptor they're about to sell you works with the game you want to play, only for you to find a blank screen when you first switch it on.

Another problem convertor carts throw up is the use of on-board memory back-up. Games like *Mario Kart* and *Snowboard Kids* use a tiny, battery-powered RAM chip to store high scores, course ghosts, or your progress through the game. Using games with on-cart memory as the key cart in a convertor cart arrangement, causes this data to be wiped. Perfect *Pilotwings* score? Fantastic Mario Raceway lap time? Stick your cart in as a key and you can wave goodbye to them all.

The final problem with convertor carts lies with the quality of the output they produce. Even if a game is said to work with a cart, the screen may suffer from ghosting (a sort of double image) and the sound may break up on occasions. Again, the only real way to be sure is to try before you buy.

Damage

The official line on convertor carts is that they can damage your N64, and Nintendo are keen to point out that using them invalidates your N64's warranty. However, there is little evidence to support such a claim – we've used them here at **N64** Magazine for ages without injuring any of our machines – and there's no way for Nintendo engineers to prove that you have been using one, even if anything did go wrong. The only precaution we recommend, is to ensure that all cartridge connections are made securely, and that nothing is inserted or removed while the N64 is switched on.

Decision time

Over the page is a round-up of which convertor carts work with which games, using a variety of different key carts. The most obvious candidate for a bit of convertor cart gaming is *1080°*, the Japanese/American version of which appears to have limited compatibility with the latest convertors, albeit with some sound and ghosting problems.

How appealing convertor carts are depend on how much you want to play certain import games, how much you can get the convertor for and how many different games it'll play. If you absolutely have to play each of Nintendo's latest releases, you'll probably need a new convertor for every one. When you start adding up the costs, actually buying an NTSC machine looks more and more economic. If you're after a specific title, and then maybe a few Japanese versions of older games, it seems to make more sense.

△ *Unfortunately our screenshot program won't grab 'ghosted' images, so we can't show you what happens to 1080°.*

The golden rule though, is to check that the convertor and key cart you'll be using will work with the import cart you want to play. If you buy from a shop, insist on testing it there, if you buy mail order ask for specific assurance that the convertor will convert your game, and ensure there's a returns policy which will allow you to get your money back if things don't work out. Good luck!

GO! GO!

BORDER CONTROL
PAL's superiority to NTSC has been a problem for European players in the past. As the majority of video games have been made in the US or Japan, they've obviously been designed with NTSC TVs in mind. When it comes to converting them to PAL, programmers have either had to stretch out the image electronically to take up the extra 100 lines of image, or add the dreaded screen borders at the top and bottom of the screen.

Nowadays – and largely thanks to Brit boys Rare – NTSC/PAL conversions from Nintendo are of a much higher quality. *Snowboard Kids* was almost full screen and *Diddy Kong* and *GoldenEye* were actually better on PAL than they were on NTSC.

PAL AND NTSC?
Two television systems dominate the world. NTSC was the first and is in use in America, Japan, Canada and some of South America. It uses 525 lines to build its picture, scanned at 60 times a second (60Hz).

The PAL system dominates the rest of the world (taking in the slightly modified SECAM system in use in France and Russia). PAL's 625 lines actually give a higher quality image, albeit one that updates at a slightly slower rate of 50Hz.

The difference between the two TV systems means that NTSC and PAL N64s have to differ technically and will only play specifically designed carts. It's this barrier, as well as the security chip built in by Nintendo, that convertor carts must overcome to play import games on a domestic machine.

The contenders

There are two brands of convertor on the market at the moment: the Blaze Universal adaptor from Fire International, and the semi-mysterious Rainbow convertor from Visions. The two we tested were both the latest versions available and both gave almost identical performance. The results are summarised in the chart below.

IMPORT GAME	KEY CART		
	FIFA: RTWC	***Diddy Kong Racing***	***Snowboard Kids***
Starfox	Yes (B)	No	Yes (B)
1080°	No	Yes (G) See note	No
Yoshi's Story	No	No	No
Mario Kart	Yes (G,)	No	Yes (G, S)
Sim City	Yes (B, S)	No	Yes (G,S)
Blast Corps	Yes (G)	No	Yes (G)
NBA ITZ	Yes (G)	No	Yes (G)
GoldenEye	Yes (G)	No	Yes (G)
San Fran Rush	Yes	No	Yes
Pilotwings	Yes (G, B)	No	Yes (G)
Mario 64	Yes (G)	No	Yes (G)

KEY
B = Screen boarders present
G = Ghost image present
S = Some sound break-up

NOTES
All games appeared to run at their natural 60Hz speed. Three laps of Mario Raceway (no shortcuts) gave a time of around 1:30 seconds – roughly 15 seconds faster than three good laps on the PAL version of the game. *1080°* works reliably with the Blaze adaptor, but only intermittently with the Rainbow.

Rainbow Convertor

From: Visions (0113 2613424, Visions@btinternet.com)
Price: £14.99
Version tested: 'The latest'
Verdict: The Rainbow adaptor is imported by Visions from its manufacturer in China. It has the look, and feel, of a real bit of pirate kit with its dodgy mouldings, cheap plastic and the fact that it only just fits into the cartridge slot – you have to push quite hard. Having said that, the adaptor works just as well as the Blaze when it comes to running import games, with the exception of *1080°* which seemed to work with some of our N64s and not others and then only intermittently.

SFX Universal Game Adaptor

From: Fire International (01302 321905 for direct sales)
Price: £14.99
Version tested: Version 3
Verdict: Clearly the better made of the two convertors, and the only one with a named manufacturer behind it. £15 is a fairly reasonable price, and if anything goes wrong, you should have some come back. The SFX (with *Diddy Kong* as the key) is also the only cart to run *1080°* with any degree of stability.

BEST N64 PERFORMANCE

The Future

The next big Nintendo releases likely to attract convertor cart gamers will be *F-Zero* and *Zelda*, i.e. games likely to come out in Japan, months before a UK release. Unfortunately, Nintendo will almost certainly ensure that these new games won't work with the convertors currently on the market – we'll let you know for certain when they come out. How quickly Fire or Rainbow can react, and get an appropriate convertor on the market, remains to be seen.

One non-Nintendo game that will almost certainly be compatible, and might be well worth considering, is the Japanese version of *ISS '98* which, while being just as great as the European version, will have the added attraction of a full FIFA licence. We'll check that it is convertor compatible when we review it in a couple of issues' time.

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IMAGE FROM INFOGRAMES' OUTCAST

What! More overweight Americans running about trying to catch a flat footie. Not your bag? Fancy something more violent? What about *Duke Nukem* and *GoldenEye 007* then?

NFL QuarterBack Club '98

NTSC & PAL VERSIONS

To enter these codes simply pay a visit to the cheats option.

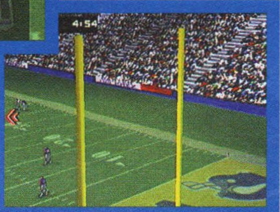
Maximum speed
To get your players to run at top speed enter the following code: CRLLWYS.

Super strength
For enough strength to kick, throw or punt the ball 100 yards (the whole length of the pitch basically) type SPRBGRMS into the cheat menu.

Sharon Davies eat your heart out
Wouldn't it be nice to be able to dive three or four metres instead of the usual one or two? Well, type BGSPRDV in the cheats menu and you'll be well away.

Points mean prizes
There can be times when all you want to do is score tonnes and tonnes of touchdowns. To forget about the boring defence side, reduce their prowess to a minimum by simply entering LLFFSCK.

Speed boost
To make your over–padded blokies run that bit faster, press A for a boost then, rather than waiting for the strength meter to refill, press A rapidly. For even quicker speed press the jump (hurdle challenge button) one step after the turbo boost is triggered.



No tackles
If you're having trouble playing the computer try entering: NBCTCKLS. This'll stop the CPU sides tackling the ball carrier.

Duke Nukem

PAL ONLY

Whack the enemy
The final bad guy is an absolute sod so here are a few words of advice. When you first come across the Cycloid Emperor, in the final level, The Stadium, pick up as many atomic healths as you can find. When the fat guy notices you, jump up into the top of the seats (avoiding his deadly breath) then head to the bottom of the seats and blast him. Keep dodging like this until the alien scum gives up the ghost and dies.

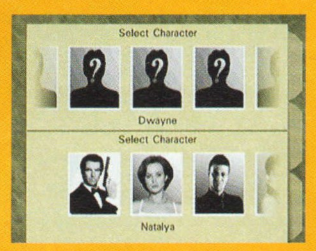
Unlimited jet pack
For more fuel than you could ever wish for, take off into the air then go to the option menu and turn the All Items code on.

Weapon teleporting
The teleports aren't just useful for moving about – they can be damn handy for delivering large weapons straight into the face of your enemy. Simply fire the weapon into the beam and wait for the swearing to start. If you're after lots of blood then the rockets are the best .

Golden Oldie

GoldenEye 007

Okay, so we printed this one last month but we reckon it's so good it deserves to be printed again. To open up 64 playable characters (including terrorists and Rare staff) follow this rather complex but ultimately rewarding procedure. You can do this code anywhere but it's best to do it on the multiplayer character select screen, while looking at the final character (Mishkin or Moonraker Elite), then:



1. *Hold the L and R buttons and press Left-C.*
2. *Hold the L button and press Top-C.*
3. *Hold the L and R buttons and press Left on the D-pad (not the control stick).*
(The N64 will select a new character)
4. *Hold the L button and press Right on the D-pad.*
5. *Hold the R button and press Down on the D-pad.*
6. *Hold the L and R button and press Left-C.*
7. *Hold the L button and press Top-C.*
8. *Hold the L and R button and press Right on the D-pad.*
9. *Hold the L and R button and press Bottom-C.*
10. *Hold the L button and press Down on the D-pad.*

If successful a whole new set of characters will appear.

READERS' TOP TEN TIPS

It's often very easy to forget just how brilliant you lot are out there in readerland, there we were thinking we'd only receive tips for *GoldenEye* when poor postie appeared with three backbreaking sacks of tips. Marvellous, keep up the great work and we might have to extend the section.

Remember, the person who sends in the best tip wins a fabulous MakoPad from Interact (01202 700139). Everyone else receives a highly desirable **N64** Magazine pin badge. You'd be an absolute fool not to want one. Grab your favourite game, a notepad and pen and you can share your gaming secrets with us.

Tip of the Month

1. Snowboard Kids

At the title screen, where it says Start with all the characters on screen, press Down on the analogue stick, Up on the analogue, Down on the D-pad, Up on the D–pad, Bottom-C, Top-C, L, R, Z, Left on the D-pad, Right-C, Up on the analogue stick, B, Right on the D-pad, Left-C and then Start. You should hear a 'Yeah' if the code works. It opens up all the courses, gives you all the boards, the secret character and allows you to play as the same characters in the multiplayer mode.

Ben Healy via Email

2. FIFA '98: Road to the World Cup

If your keeper has saved a shot press Right-C to drop the ball, then immediately press B, sending the ball further than before.

Gareth Withers, Bangor

3. NFL QuarterBack '98

I've found a great tip. Type BBMNTBL in at the cheat menu and the players will appear really tall and thin. The extra height makes catching the ball a breeze.

Barnaby Parsons, Haynes

4. GoldenEye 007

While using a handgun, hold down the 'Z' button. At the same time, press 'A' quickly. This will rapidly increase the speed of the shots.

Michael Rogers, Daventry

5. FIFA '98: Road to the World Cup

Switch control of the teams and pass back to the goalkeeper. Dribble the ball as far as you can and allow yourself to be tackled. Switch back to your original team and boot the ball towards the now empty net.

Peter Wearn, Blackpool

6. FIFA '98: Road to the World Cup

Go to the Player Edit screen, select the correct team and change the name to the ones given below. If you're successful your player will jump about the screen.

Diving is a foul:
Los Angeles, OSCAR
Underground Commentary
Iraq, OMAR.
Chipmunk Commentary:
Tottenham, DESMOND

Muiris Woulfe, Dublin

7. Olympic Hockey Nagano '98

If you're sick of the normal game and fancy something a little more violent, just highlight *Fighting* on the options screen, hold the L Button, and then:
Right-C, Left-C, Left-C, Right-C, Bottom-C, Top-C, Top-C, Bottom-C, Left-C, Right-C, Right-C, Left-C, Right-C, Left-C.

John Simpson, London

8. Duke Nukem

Invincibility

On the main menu screen press Right shoulder, Right-C, Right shoulder, Left shoulder, Right shoulder x 3 and Left on the D-pad.

Andrew Collins, Bath

9. Diddy Kong Racing

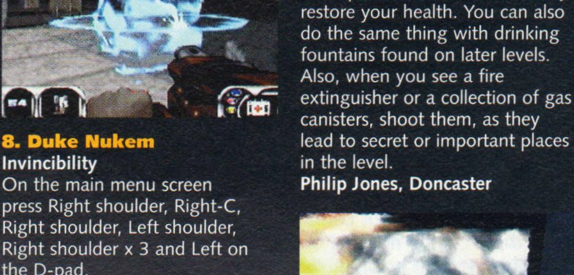
On the battle levels you'll find that when it says "Get Ready" when you're on the starting line, you can reverse back before it says "Go!". This means that you can reverse off the ramp on Smokey Castle and get a great head start.

Lee Hodgson, Shropshire

10. Duke Nukem

If you're short on health, shoot a fire hydrant or a toilet. Walk into the fountain of water and press the Open button. This will slowly restore your health. You can also do the same thing with drinking fountains found on later levels. Also, when you see a fire extinguisher or a collection of gas canisters, shoot them, as they lead to secret or important places in the level.

Philip Jones, Doncaster



YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you out a rather flash **N64** pin badge. If you get the coveted number 1 slot you'll get something extra special.

HERE'S MY TOP TIP...

It's for [game name]:

And I've found that if you:

Name ....

Address ....

....

....

....

....

Post code ....

Send to: Tips Extra, **N64** Magazine, 30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

You're through to... THE NINTENDO

If you've got a gaming problem then the Nintendo Hotline is only a phone call away. But just in case you can't make that call, N64 Magazine prints all the best stuff right here.

This month we've been playing *1080° Snowboarding* and *Quake 64*. Now, in our considered opinion there can be nothing finer than falling over yet again whilst on the piste, or indeed sitting in a dark room with the lights out and groaning menacingly at anyone who ventures inside. And whilst it could be said that for this precise reason our office is avoided, nay, shunned, by other members of the company, at least we get to play these games all day without interruption. Huzzah.

Partly due to this strangeness, however, is the bizarre affliction that many of our members seem to have been struck down with, whereby they enter the office area in ridiculously huge 'Puffa' jackets and trousers that are several sizes too big for them (or indeed them and all their friends put together), shouting things like 'Gnarly, dude' and 'Great Air!' Whatever that means. It's either this or refusing to go to the toilet without either a grenade launcher or someone to hold their hand.

1080° SNOWBOARDING

Play as Ice Man

Play through the Expert Match race mode and defeat the Ice Man on the Deadly Fall course to beat the game. Return to the rider select screen (in any mode), highlight Akari Hiyami and press A to bring up her statistics. Hold Left-C and press A to choose her, then let go of Left-C. Choose your board as normal and you should now be playing as the Ice Man.

Play as Gold Ice Man

Using the Ice Man, play through the Expert Match race mode and defeat the Gold Ice Man on the Deadly Fall course to beat the game. Return to the rider select screen (in any mode), highlight Kensuke Kimachi and press A to bring up his statistics. Hold Top-C and press A to choose him, then let go of Top-C. Choose your board as normal and you should now be playing as the Gold Ice Man.

Play as Panda Man

Enter your initials on every single records screen: this includes Time Attack, Contest mode and Trick Attack. Next, go to the rider select screen, highlight Rob Haywood and press A to bring up his statistics. Hold Right-C and press A to choose him.

On the screen where you choose your board, the picture in the bottom-left corner should have the panda bear face instead of Rob's.

Play on the Penguin Board

Do every single trick in the game in the training mode. The easiest way to do this is to pick Rob Haywood and do all the available tricks, then choose Akari Hayami and do the rest of the tricks (the tricks that have not been done are in white).

Once you have done all of these, quit the game, then restart under any mode. Choose any rider, highlight any board, then hold Bottom-C and press A twice. You should now appear on a penguin snowboard.

QUAKE 64

Boo! Scary old *Quake* becomes a lot less trouser-filling when you're invincible, y'know. Put the willies up a shambler with this debug menu:

Enter your password as QQQQ QQQQ QQQQ QQQQ. The game will tell you that the code is invalid. Press B to return to the title screen and then go to options, where the new menu will appear at the top!

☎ (01703) 652222 HOTLINE

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest gamesplayers in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

Now also available!
We now also have a NEW fully automated service allowing you to get help on those games even into the wee small hours. The automated lines will provide help with most of the biggest release titles 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling. Call us on **0891 669945** and please make sure you have a pen and paper ready.

TETRISPHERE

We haven't forgotten you. Here're the solutions to puzzles 25 – 40. (We ran solutions 1 – 25 last month.)

26. Grab the top yellow rectangle on the left stack and slide it down one space. It will fall to the bottom. Grab the top green rectangle on the right stack and slide it left one space. It will be on top of a yellow rectangle. Grab the middle green rectangle now exposed and slide it to the right one space. Place the cursor over the first yellow rectangle you moved and press A to clear.

27. Move the cursor down one space, then right one space. It will land on a red, T-shaped piece. Slide it up one space. Grab the top yellow rectangle and slide that to the right one space. Grab the middle yellow rectangle and slide it right one space. Grab the bottom yellow rectangle and slide it right one space, then down one space to clear.

28. Move the cursor left one space. Grab the blue square and slide it to the left two spaces. Move the cursor right five spaces, then up one space. It will be on the top of a blue, Z-shaped piece. Grab this piece, slide it to the right two spaces and the level will clear.

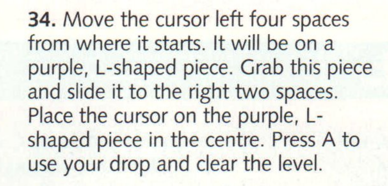
29. Grab the yellow rectangle the cursor starts on and slide it to the right three spaces. Grab the highest blue square and slide it to the left two spaces. Grab the lowest blue square in the middle and slide it down one space. As soon as the yellow rectangles clear, slide that same blue square back up one place to complete the level.

Note: If you don't do the last step quick enough, the level won't clear.

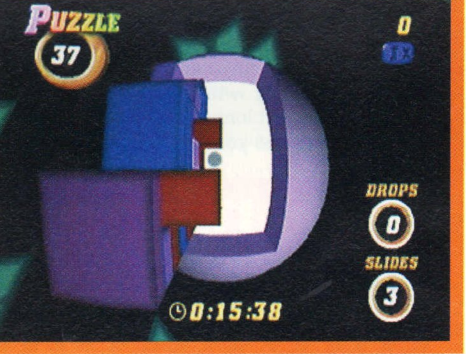
30. Grab the yellow rectangle that the cursor begins on and slide it to the right one space. Move the cursor back to the left two spaces. It will be on the third yellow rectangle from the top. Grab this piece and slide it to the left one space. Move the cursor left three spaces. Grab the yellow rectangle and slide it to the right one space to complete the level.

31. Move the cursor down two spaces, then left one space from where it starts. It will be on a blue, Z-shaped piece. Grab this piece and slide it to the left two spaces. Move the cursor right five spaces. Grab the purple L-shaped piece and slide it to the right two spaces. As soon as the piece falls, press A to use your drop and the level will clear.

32. Move the cursor right two spaces, then up one space from where it starts. It should be on a red, T-shaped piece. Grab this piece and slide it down two spaces to clear the level.



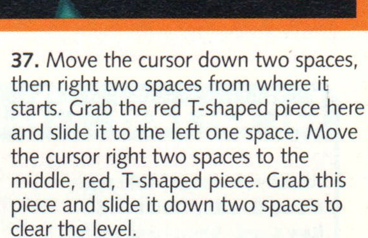
33. Move the cursor right one space from where it starts. It will be on the lowest blue square. Grab this piece and slide it up one space. As soon as the yellow rectangles clear, slide the same piece back down one space to clear the level.



34. Move the cursor left four spaces from where it starts. It will be on a purple, L-shaped piece. Grab this piece and slide it to the right two spaces. Place the cursor on the purple, L-shaped piece in the centre. Press A to use your drop and clear the level.

35. Move the cursor right five spaces, then down one space from where it starts. It will be on a yellow rectangle piece. Grab this piece and slide it down one space. With the cursor still on this piece, press A to use your drop. Half of the level will clear. Place the cursor on the far-left, blue, Z-shaped piece, then use your last drop to complete the level.

36. Grab the red T-shaped piece that the cursor begins on and slide it to the left one space. Move the cursor two spaces to the right. It will be on a red T-shaped piece. Grab this piece and move it up two spaces. Move the cursor five spaces down, then one space to the left. Grab the purple, L-shaped piece here and slide it down two spaces. It will fall to the bottom. With the cursor still on this piece, press the A button to use your drop and clear the level.



37. Move the cursor down two spaces, then right two spaces from where it starts. Grab the red T-shaped piece here and slide it to the left one space. Move the cursor right two spaces to the middle, red, T-shaped piece. Grab this piece and slide it down two spaces to clear the level.

38. Move the cursor right one space from where it starts, then press A to use a drop. Move the cursor back to the left one space to the green rectangle. Grab this piece and slide it left one space. With the cursor still on this piece, press A to use your drop and clear the level.

39. Grab the top-right green rectangle (this is the glowing piece) and slide it to the left three spaces. Place the cursor on the third green rectangle from the left, then press A to use your drop. The level will then clear.

40. Move the cursor down four spaces to the blue square at the bottom. Grab this piece, then slide it up eight spaces. With the cursor still on this piece, press A to use your drop and the level will clear.

GO! GO!

UPDATE!

Fame and fortune? Your name in lights? A gold Skill Club 64 certificate? It doesn't get much better than that. But, sadly, only a select few are up to the task. Are you?

Skill Club 64 is the most difficult gamesplaying competition in the world. No other magazine has set such stringent tasks for its readers. But we believed you were well up to it and on this past month's showing, it seems our show of confidence has paid off.

After a slowish start, we've been inundated with efforts, some claiming to have completed all ten challenges, some not. But, remember! You can enter as many times as you like, as you buy or rent new games, and with the addition of this month's new *Yoshi's Story*, there's now extra choice if you don't fancy one of the ten originals. And, if you want to add to the challenges you've already completed – in order to upgrade from say, bronze to silver – simply let us know on the entry form you send in. Really quite easy.

The prizes, eh? Well, you'd be well within your rights to look excited as we've knocked up these gorgeous bronze, silver and gold certificates which will be sent out – along with an exclusive N64 badge – to all participants who manage to make it into one of our leagues.

Go on. Impress you friends. Impress yourself. Give it a go...

HOW IT WORKS

All you have to do is try to complete as many of the challenges on the opposite page as possible. Fill out the form, ticking the relevant boxes, and we'll enter you into the Skill Club 64 chart. You'll need to complete three challenges for Bronze, seven for Silver and 10 for Gold. Get going and we'll send you a much sought after certificate!

gold club complete all 10 challenges

Name
Simon Moore, Liverpool
Richard Davies, Rotherham

silver club complete 7 challenges

Name	Completed
Robert Gallagher, Southampton	A,B,C,F,G,H,I
Kenneth Pickering, Ayrshire	A,B,C,D,G,I,J
Shaun Bell, Trowbridge	A,B,D,E,G,H,I
Kurt Peter Radford, Rotherham	A,B,D,E,F,I,J
Richard Davies, Rotherham	A,B,D,E,F,I,J
Philip Foster, Havant	A,B,D,E,F,G,I
Derek Topper, Bristol	A,C,E,F,G,H,I
Jon Davies, Wallingford	A,B,C,D,G,H,I
Chris Scearce, Reading	A,B,C,D,F,G,I
Stuart Richards, Surrey	A,B,C,E,F,H,J
Arthur Van Dalen,The Netherlands	A,B,D,F,G,H,I
Ciaran McDermott, Ireland	A,B,C,D,E,F,H
Martyn Bibby, Cheshire	A,B,D,E,F,G,H,I
Andrew Mills, Londonderry	A,B,C,D,E,F,H,I,J
Piet den Dulk, Holland	A,B,C,D,E,F,G,H,I

bronze club complete 3 challenges

Name	Completed
Adam Johnstone, Wantage	A,B,F
Pierre Dimba, Trowbridge	A,C,G
Ben Cook, Shoreham-By-Sea	A,B,G
Ben Olney, Surrey	A,D,E
Kevin Watts, Nottingham	A,C,F
Lawrence Gilbey, Bridport	B,C,I
David Maguregui, Wellesbourne	D,E,G
Daniel Brooks, Swindon	A,B,F
Ciaran Spence, County Antrim	A,B,F
Miles Fearnley, West Yorks	B,D,E
Joachim Clauwers, Belgium	A,D,F
R. Knapman, South Wirral	A,B,E
Stephen Durant, Bridgwater	A,F,I
Simon Bell, Co. Durham	A,B,F
Herman Valk, The Netherlands	A,B,G
Michael Gapper, Bristol	A,C,F
Riccardo Riboldi, Italy	A,B,E
Adam Norman, Nottingham	A,D,E
Nicholas Bec, Salisbury	A,C,I
Chris Gray, Fife	A,C,I
Paul Coulson, Stamford	A,B,F
Tom Clarke, Beaconsfield	A,C,I
Sebastian Bond, Gloucester	A,D,G
Ioan Rees, Redditch	A,B,G

Name	Completed
Nick Hadden, County Cork	A,C,I
Tom Richardson, Addingham	A,C,H
R. Kloosterhuis, Holland	A,D,F
Gordon Scales, Nottingham	A,B,F
Ian Renyard, Ashford	A,B,F
Phillip Renyard, Ashford	A,B,F
Brian Mulheron, Tyne & Wear	A,C,F
Andy Howard, Cambridge	A,B,D
R. Van Wingerden, Holland	A,B,F
Mark Odell, Derby	A,D,E
David Keane, Sandwich	A,B,G
Thomas Suckling, Ipswich	A,D,F
Dylan Foale, Devon	A,C,I
Lee Robertshaw, Southampton	A,E,F
Ian Gore, Somerset	A,B,F
Graham Cookson, Kent	A,B,H
Dave Bloemem, Holland	A,C,F
Andrew Hannath, Swindon	B,D,F
Erwin Zeevaart, Holland	A,F,H
Steve Paget, Bonsall	A,C,D
Richard Whitham, Poulton-le-Fylde	A,B,F
Nils Meuzler, Germany	A,B,E,I
Jeremy Scoble, Plymouth	A,D,G,I
Chris Thomas, Wallington	A,B,C,I

Name	Completed
Gard Mellemstrand, Norway	A,D,F,I
James Bundy, Reading	A,E,F,I
Alex McIver, Edinburgh	A,B,C,F
Tom Walker, Halstead, Essex	A,E,F,H
Lawrence Gilbey, Bridport	A,B,C,I
Neil Williamson, Nottingham	A,B,C,F
Philipp Sokolean, Switzerland	A,D,E,I
James Leigh, Clevedon	A,B,G,I
Gregor Richards, Dorking	A,F,G,H
Neil Williamson, Nottingham	A,B,C,F
David Lewis, Birmingham	A,B,D,E,F
Aaron Tuson, Essex	A,C,D,E,F
Simon Webber, Wokingham	A,B,D,E,F
Stephen McMahon, Co. Down	A,C,D,F,I
Stephen Rogers, Manchester	A,C,E,F,H
Davy James, Powys	A,B,C,G,H
Pat Shields, Co. Down	A,C,D,E,I
Kevin Seeney, Bury St Edmunds	A,B,C,D,I
Benjamin Khan, Bradford	B,C,D,F,I
Paul Isaia, Southampton	A,B,C,F,H,I
Gavin Cole, Tyne & Wear	A,B,C,F,G,H
Jonathan Cole, Tyne & Wear	A,B,C,F,G,H

challenge A — Super Mario 64

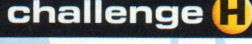
What you must do: Find all 120 stars.
Proof: Any picture of Mario with that magic 120 in the top right corner.
Helpful Tips: The first five issues of **N64** Magazine tell you all you need to know about *Super Mario 64*. The Double Game Guide + on the front of issue 15 should help as well.

challenge B — Diddy Kong Racing

What you must do: Finish the game in mirror mode.
Proof: A picture of the save screen with Adventure Two and 47 balloons clearly on it.
Helpful Tips: Our review in issue 10 was stuffed with them, and our guides in issues 11 and 12 should help too. Oh and don't forget the DGG + with issue 11.

challenge C — Lylat Wars

What you must do: Finish the game with 1,500 hits or more.
Proof: A picture of the final hits screen or high score table with 1,500 hits or more.
Helpful Tips: Gentleman Space Adventurer Quarterly, free with issue 8, and the Double Game Guide + on the front of issue 13.



challenge D — GoldenEye 007

What you must do: Finish the game on all three difficulty settings.
Proof: A picture of the 007 mode's level editor.
Helpful Tips: The i-Spy Magazine that came free with issue 9, tips in issues 10 and 12 and the Double Game Guide + on the front of issue 12.

challenge E — ISS64

What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful Tips: Tips in issues 4 and 14.

challenge F — Mario Kart 64

What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R).
Helpful Tips: Review in issue 4, tips in Issue 5. Double Game Guide + on the front of issue 13.

challenge G — Pilotwings

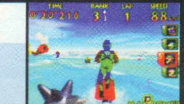
What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's a guide in issue 6.

challenge H — Turok: Dinosaur Hunter

What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible.
Helpful tips: None available.

challenge I — Blast Corps

What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful Tips: Tips in issue 8 and the Double Game Guide + on the front of this issue.



challenge J — Wave Race 64

What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful Tips: Tips in issue 2 and DGG + on the front of issue 14.

challenge K NEW! — Yoshi's Story

What you must do: Score more than 34848 in the main game.
Proof: A picture of the final score screen at the end of the game.
Helpful Tips: The tips in this issue should prove very handy.

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver and all ten to make it into the Gold list.*
- *You can enter for whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. If you've made it into the bronze league, for instance, you could send us further proof of four or more challenges to elevate your position.*
- *Bronze, Silver and Gold leagues will be published in each future edition of **N64** Magazine.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it in to the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). That's it.

ENTRY FORM

Hello there,
I'd like to humbly put myself forward for the Bronze/Silver/Gold Skill Club 64 league.
I include proof of my achievements in:

	A Super Mario 64		F Mario Kart 64
	B Diddy Kong Racing		G Pilotwings 64
	C Lylat Wars		H Turok: Dinosaur Hunter
	D GoldenEye 007		I Blast Corps
	E ISS64		J Wave Race 64
			K Yoshi's Story

Please send my badge and certificate to:

Name

....

Address

....

....

....

*Use a photocopy of this form if you'd rather not cut your copy of **N64** Magazine.*

I'M THE BEST

Psst! Hey, you! Yeah, you over there. With the shoes on. And the T-shirt. Want to see just what the world's finest N64 gamers can do?

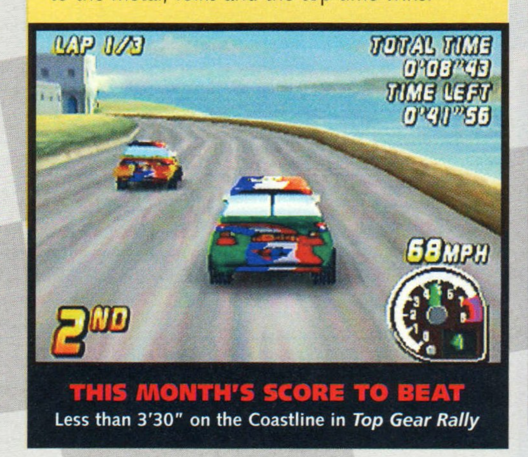
You look like the kind of person who appreciates a new world record in *Diddy Kong Racing*. Thought so. We've got 'em by the dozen, my friend. Big hits in *Starfox*, you say? We can do that too, but keep it under your hat – we don't want every Tom, Dick, and Harry knocking our door down. *Top Gear Rally*? *Mario Kart*? *Wave Race*? Blimey, you don't ask much, do you? Read on, and we'll see what we can do...

NEW HIGH SCORE!

WIN A CONTROLLER!

Remember issue 13's *DKR* challenge? We asked you to beat 50 seconds for the Ancient Lake course, and lo and behold – hundreds of you did. But there can be only one winner, and he is Adam Charlton of Huntingdon. Adam must have spent a sizeable proportion of his 13 years playing *DKR*, consequently his outrageously quick time of 42.85 seconds. Congratulations, Adam, you win an excellent MakoPad from Interact (01204 700139), which should help you shave further hundredths off your record.

Think you could do better? Different month, different game – this time we'd like you to dip below the magic 3'30" barrier on the Coastline course in *Top Gear Rally*. Pedals to the metal, folks and the top time wins.



THIS MONTH'S SCORE TO BEAT
Less than 3'30" on the Coastline in *Top Gear Rally*

Star Performance

We thought we'd seen it all. Some might say we have, but *they'll* never get their names printed in Star Performance and win a quality piece of N64-related stuff. Unlike Philip Foster from Havant, who has not only obtained all 53 gold jewels in *Mischief Makers*, but also sent us the photographic evidence to prove it. Phil can rightly award himself a big slap on the back, and we'll try and think of something appropriate to send him. If anyone else has a similar feat of joypad prowess to be proud of, then send in a photo.

SUPER MARIO 64

(PAL)

Foot Race With Koopa the Quick

1	0'02"3	Confirmed	*Simran Bedi, Southall*
2	0'05"6	Confirmed	*R. Gallagher, Southampton*
3	0'05"7	Confirmed	*Danny Dunn, Lincolnshire*
4	0'05"7	Confirmed	*Andrew Mills, Londonderry*
5	0'08"3	Confirmed	*John McCormick, Fife*
6	0'12"3	Confirmed	*Owain Brimfield, Peel*
7	0'12"7	Confirmed	*Calum O' Hanlon, London*
8	0'13"1	Confirmed	*James Adams, Bury*
9	0'13"1	Confirmed	*Barry Gannon, Caithness*
10	0'16"0	Confirmed	*Richard Savage, Berkshire*

Peach Slide

1	0'12"7	Confirmed	*Stelios Giamerolos, Greece*
2	0'13"0	Confirmed	*Trev Henderson, Harrogate*
3	0'13"0	Confirmed	*Marc Bennett, Newcastle*
4	0'13"0	Confirmed	*Danny Dunn, Lincolnshire*
5	0'13"1	Confirmed	*Andrew Mills, Londonderry*
6	0'13"1	Confirmed	*Zahir Ishani, Surrey*
7	0'13"2	Confirmed	*Micke Laakso, Finland*
8	0'13"2	Confirmed	*Dave Parsons*
9	0'13"2	Confirmed	*Calum O' Hanlon, London*
10	0'13"3	Confirmed	*Ed Quinn, Manchester*

(AMERICAN/JAPANESE)

Foot Race With Koopa the Quick

1	0'17"4	Confirmed	*G. Eagleton, Huddersfield*
2	0'17"6	Confirmed	*GK, Darlington*
3	0'18"3	Confirmed	*P. Dimba, Tonbridge*
4	0'19"7	Confirmed	*Nigel Butterfield, Manchester*
5	0'27"5	Confirmed	*Richard Durkin, Newcastle*

Peach Slide

1	0'13"2	Confirmed	*James Adams, Bury*
2	0'13"3	Confirmed	*P. Dimba, Tonbridge*
3	0'16"0	Confirmed	*Ciaran Haren, Belfast*
4	0'17"0	Confirmed	*Jeremy Lock, Poole*
5	0'17"9	Confirmed	*O. Gunstan, Trowbridge*

WAVE RACE 64

(PAL)

Sunny Beach

1	1'11"021	Confirmed	*Nicholas Dyer, Surrey*
2	1'14"753	Confirmed	*Thomas McAlinden, Lurgan*
3	1'14"830	Confirmed	*Tatu Luostarinen, Finland*
4	1'14"916	Confirmed	*J. Richardson, Stoke-on-Trent*
5	1'15"149	Confirmed	*G. Gibson, Rickmansworth*

Stunt Mode, Dolphin Park (Any version)

1	41132	Confirmed	*Norman Obaseki, Leeds*
2	40730	Confirmed	*Steven Zwartjes, Holland*
3	40490	Confirmed	*Stelios Giamerelos, Greece*
4	38540	Confirmed	*Patrick Laakso, Sweden*
5	35016	Confirmed	*Nicky Stanford, N. Ireland*

Glacier Coast – Time Trial

1	1'37"326	Confirmed	*Stuart Richards, Surrey*
2	1'38"619	Confirmed	*Anssi Ahonen, Finland*
3	1'39"867	Confirmed	*Jonathan Corrin, Cumbria*
4	1'40"105	Confirmed	*Aaron Carroll, W.Yorks*
5	1'40"620	Confirmed	*Ciaran McDermott, Ireland*

Glacier Coast – Stunt Mode

1	62199	Confirmed	*Aaron Carroll, W.Yorks*
2	61767	Confirmed	*Norman Obeseki, Leeds*
3	60120	Confirmed	*Steven Zwartjes, Holland*
4	54270	Confirmed	*Patrick Laakso, Sweden*
5	52165	Confirmed	*Jonathan King, Dorchester*

(AMERICAN/JAPANESE)

Sunny Beach – Time Trial

1	1'02"694	Confirmed	*Chris Murphy, Manchester*
2	1'03"755	Confirmed	*William Lam, Bristol*
3	1'04"726	Confirmed	*Dilpesh Varsani, London*
4	1'05"478	Confirmed	*GK, Darlington*
5	1'05"68	Confirmed	*Bruce Robertson, Perth*

MARIO KART 64

(PAL)

Luigi Circuit			
1	1'33"67	Confirmed	Graham Francis, Cronleigh
2	1'39"64	Confirmed	Richard Dunn, Lincolnshire
3	1'41"31	Confirmed	Stephen Ball, Macclesfield
4	1'41"41	Confirmed	S. Rogers, Weston-Super-Mare
5	1'42"31	Confirmed	J. Carr, Weston-Super-Mare
Royal Raceway			
1	2'08"14	Confirmed	Steven Zwartjes, Holland
2	2'08"76	Confirmed	Rob Pierce, Salisbury
3	2'08"88	Confirmed	Jan-Erik Spangberg, Sweden
4	2'09"29	Confirmed	Martin Conroy, Leeds
5	2'09"33	Confirmed	Danny Dunn, Lincolnshire
Koopa Troopa Beach			
1	1'34"37	Confirmed	Sam York, Bristol
2	1'37"01	Confirmed	Thomas Foster, Derby
3	1'38"31	Confirmed	Steve Ridley, Ramsgate
4	1'39"08	Confirmed	Stelios Giamerelos, Greece
5	1'39"14	Confirmed	Stuart Hayward, Swindon

Frappe Snowland			
1	00'23"98	Confirmed	Tim Wiles, Cardiff
2	00'27"45	Confirmed	Alan Pierce, Salisbury
3	00'27"72	Confirmed	Rob Pierce, Salisbury
4	00'29"62	Confirmed	Danny Dunn, Lincolnshire
5	00'30"03	Confirmed	Colin Higgins, Surrey
Bowser's Castle			
1	2'17"71	Confirmed	Rob Pierce, Salisbury
2	2'18"57	Confirmed	Martin Conroy, Leeds
3	2'18"62	Confirmed	Gary Peters, Devon
4	2'18"74	Confirmed	Steven Zwartjes, Holland
5	2'18"74	Confirmed	Richard Dunn, Lincolnshire
Banshee Boardwalk			
1	2'08"77	Confirmed	Rob Pierce, Salisbury
2	2'09"19	Confirmed	Gary Thomson, Bonnyrigg
3	2'09"56	Confirmed	Stuart Hayward, Swindon
4	2'09"81	Confirmed	Richard Dunn, Lincolnshire
5	2'10"50	Confirmed	Orestis Giamerelos, Greece

(AMERICAN/JAPANESE)

Luigi Circuit			
1	1'27"66	Confirmed	George Papapetrou, London
2	1'31"30	Confirmed	Tatu Luostarinen, Finland
3	1'40"23	Confirmed	Marc Duport, Guernsey
4	1'41"14	Confirmed	Arthur Van Dalen, Holland
5	1'42"76	Confirmed	Steven Dyson, Poulton le Fylde
Mario Circuit			
1	0'54"01	Confirmed	Tatu Luostarinen, Finland
2	0'54"32	Confirmed	Andrew Mills, Londonderry
3	0'54"46	Confirmed	George Papapetrou, London
4	0'54"58	Confirmed	Marc Dupont, Guernsey
5	0'54"64	Confirmed	Steven Dyson, Poulton le Fylde
Royal Raceway			
1	1'46"68	Confirmed	Andrew Mills, Londonderry
2	1'48"28	Confirmed	George Papapetrou, London
3	1'48"73	Confirmed	Tatu Luostarinen, Finland
4	1'49"63	Confirmed	Steven Dyson, Poulton le Fylde
5	1'50"09	Confirmed	Arthur Van Dalen, Holland

STARFOX

ON CORNERIA (ANY VERSION)

1	276	Confirmed	Phil Hughes, Widnes
2	252	Confirmed	Stuart Richards, Surrey
3	248	Confirmed	Max French, Dundee
4	247	Confirmed	Demunter Knemy, Belgium
5	245	Confirmed	Matthew Kagelidis, Greece
6	242	Confirmed	Rob Pierce, Salisbury
7	237	Confirmed	Tom Alexander, Co. Durham
8	236	Confirmed	Pierre Dimba, Trowbridge
9	235	Confirmed	Allen Evangelista, Middlesex
10	234	Confirmed	Adrian Stead, Hull
Total Hits			
1	2179	Confirmed	Jon Davies, Wallingford
2	2091	Confirmed	Phil Hughes, Widnes
3	2000	Confirmed	Jan-Erik Spangberg, Sweden
4	1984	Confirmed	Stuart Richards, Surrey
5	1933	Confirmed	Rob Pierce, Salisbury
6	1900	Confirmed	Demunter Knemy, Belgium
7	1872	Confirmed	Tom Wedley, Buckingham
8	1834	Confirmed	Sami Somero, Finland
9	1832	Confirmed	S. P. Richards, Dorking
10	1826	Confirmed	Tatu Luostarinen, Finland

DIDDY KONG RACING

(PAL)

Ancient Lake			
1	0'42"85	Confirmed	Adam Charlton, Huntingdon
2	0'44"51	Confirmed	Chris Cooke, Reading
3	0'45"11	Confirmed	Mark Woo, Staffordshire
4	0'45"46	Confirmed	Richard Dunn, Lincolnshire
5	0'46"41	Confirmed	Remy Kamermans, Holland
Fossil Canyon			
1	1'11"83	Confirmed	Adam Charlton, Huntingdon
2	1'13"81	Confirmed	Remy Kamermans, Holland
3	1'14"75	Confirmed	Rob Pierce, Salisbury
4	1'15"35	Confirmed	Martin Perry, York
5	1'15"46	Confirmed	Stuart Richards, Surrey
Hot Top Volcano			
1	1'16"25	Confirmed	Remy Kamermans, Holland
2	1'16"41	Confirmed	Martin Perry, York
3	1'17"46	Confirmed	Richard Dunn, Lincolnshire
4	1'18"55	Confirmed	Ciaran McDermott, Ireland
5	1'18"75	Confirmed	Andrew Mills, Londonderry
Jungle Falls			
1	0'48"16	Confirmed	Stuart Richards, Surrey
2	0'48"45	Confirmed	Richard Dunn, Lincolnshire
3	0'48"83	Confirmed	Arthur Van Dalen, Holland
4	0'49"40	Confirmed	Rob Pierce, Salisbury
5	0'49"61	Confirmed	Demunter Knemy, Belgium

Walrus Cove			
1	1'41"71	Confirmed	Daniel Carlsson, Sweden
2	1'41"81	Confirmed	Richard Dunn, Lincolnshire
3	1'44"55	Confirmed	Ciaran McDermott, Ireland
4	1'45"30	Confirmed	Nils Menzler, Germany
5	1'45"96	Confirmed	Adam Tucker, Norfolk
Crescent Island			
1	1'17"63	Confirmed	Richard Dunn, Lincolnshire
2	1'17"70	Confirmed	Daniel Carlsson, Sweden
3	1'18"10	Confirmed	Nils Menzler, Germany
4	1'18"83	Confirmed	Arthur Van Dalen, Holland
5	1'19"55	Confirmed	Ian Gore, Somerset
Windmill Plains			
1	1'49"65	Confirmed	Martin Perry, York
2	1'52"63	Confirmed	Richard Dunn, Lincolnshire
3	1'52"81	Confirmed	Nils Menzler, Germany
4	1'53"41	Confirmed	Daniel Carlsson, Sweden
5	1'53"66	Confirmed	Stuart Richards, Surrey
Darkmoon Caverns			
1	1'52"21	Confirmed	Daniel Carlsson, Sweden
2	1'54"03	Confirmed	Richard Dunn, Lincolnshire
3	1'57"35	Confirmed	Ciaran McDermott, Ireland
4	1'57"41	Confirmed	Rob Pierce, Salisbury
5	1'57"56	Confirmed	Nils Menzler, Germany

TOP GEAR RALLY

(PAL)

Coastline			
1	3'30"78	Confirmed	James Walton, Richmond
2	3'38"70	Confirmed	Reuben Crew, Anglesey
3	3'41"58	Confirmed	Jimmi Aarela, Finland
4	3'49"06	Confirmed	Christopher Dunn, Boston
5	3'50"10	Confirmed	Richard Dunn, Lincolnshire

How to enter

WANTED! SNOWBOARD KIDS TRICK SCORES & TIMES

We've finally received some *Top Gear Rally* times for the Coastline course. They're looking pretty fast but we're fairly sure, judging by your previous performances, that someone out there is perfectly capable of thrashing them. Get those times sent in. We're also now looking for trick scores and times for *Snowboard Kids*.

Remember, you'll still need to send a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.

Send all your bits to:
I'm the Best, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW

If you'd like your videos or photographs back, please include a stamped, addressed envelope and we'll promise to do our best to return them. And remember, each issue has to be completed far earlier than you'd imagine, so don't fret if your entry doesn't appear in the first issue after you post – it'll be there in the next one.

N64

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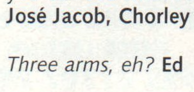
Some freaky shenanigans this month. In fact we've spent the last three weeks wondering just what the hell is going on. If you've been scratching your head over a niggly problem, or you just need to get something off your chest, then write in straight away and let us know.

Club 64, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW
Fax: 01225 732275, e-mail: n64@futurenet.co.uk

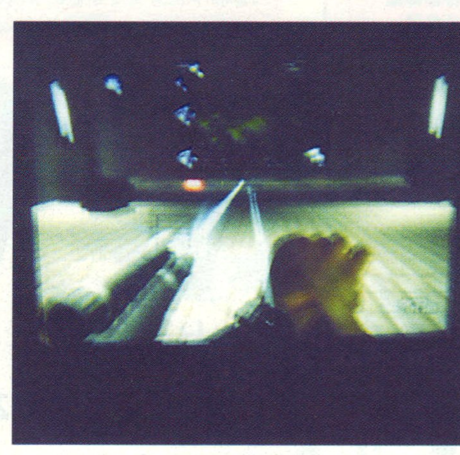
The best letter we receive wins a super Gamester LX4 Steering Wheel with Rumble Effect (LMP 0800 0813061). All other letters printed win a prized N64 badge!

"Freak show"



In response to your Freak Show letter in issue 14, I was playing the first Bunker level with the All Guns cheat on in *GoldenEye*, when I decided to do the cheat where you can have two different weapons together. I mastered it fairly quickly, and did it with all of the guns, when one of my friends (John) pointed out that Bond had three hands. He was holding the Moonraker laser in one hand and the watch laser in the other. Sorry about the quality of the photograph but you can see what I mean.
José Jacob, Chorley

Three arms, eh? **Ed**



"Hideous freaks"

On the Tank level in *GoldenEye*, I came across three hideous freaks! One of them had three legs, but the other two only had two. However, the thing that amazed me the most was that they were all doing what looked like cartwheels on the spot. The game then jarred. I had no cheats on and was playing on the Secret Agent difficulty. What do you think?
Richard Anderson, Outer Hebrides

Three legs, eh? **Ed**

"Psychopathic freak"

When I was playing the first Bunker level on *GoldenEye*, I suddenly noticed this psychopathic freak. I was about to kill the guard when I realised he wasn't running, shooting or moving. So, I shot at him with a ZMG, in the head, leg, chest and arm. In fact, I used more than 300 and to my surprise... he didn't go down! And then I tried it with the Golden Gun and he just wouldn't drop. What a freak!
Tom Christy, Kent

300 bullets, eh? Wow. Truly, GoldenEye *is a game for freaks. Um, with freaks. We didn't mean you were freaks. Ahem. Anyway...* **Ed**

"Proper version"

Why are Nintendo determined to spoil adult games like *Shadowman* by forcing them to be cut? You'll be able to play the 'proper' version on a PC, but not on your N64. If Nintendo are that bothered about the content, they should give the game a 15 or 18 certificate and stop treating us all like five-year-olds.
Andy Stevens, Truro

Fair point. But, it would be worth casting your mind back to Duke Nukem 64 *which, although cut, was still a great game. Censorship can niggle, but we doubt whether the stuff pulled out of* Shadowman *on the N64 will really make the game any less effective. Just look at Duke. Cutting makes no difference to how the game plays (or, at least, it shouldn't) and that, ultimately, is the deciding factor as far as we should all be concerned. And* GoldenEye *certainly didn't treat anyone like a five-year-old.* **Ed**

"Bit upsetting"

I have a complaint about the Spook memory card. About a month ago I bought *ISS64*, saved my game and thought nothing of it. Then, when I came back to play it, it kept saying, 'Warning, malfunction of Memory Card'. I tried it on *DKR* and it just said 'Pak Error'. Having spent £20 on a card only to find it not working is a bit upsetting. What's your recommendation?
Alex Hinchliffe

Not an isolated case, this. Unfortunately, it appears Spook's pak, along with a number of other third party efforts are a little less than 100% reliable. We were going to run a memory card bench test at one stage but, when it came to trying them, they all decided to work perfectly, even Spook's. ISS64 *is an oddity, though. Sometimes it works without a problem and sometimes it's needlessly stubborn. We suggest, for the sake of your money and nerves, sticking to Nintendo's own. It is a little more expensive but you'll appreciate its reliability.* **Ed**

"Little eyeball"

After reading the more-than-amusing feature on the Game Boy Pocket Camera and Pocket Printer, I have devised some more ways to get the most out of the little eyeball: 1) The next time the woman at McDonalds threatens you with violence after you enquire about the level of coke in your cup, whip out your Pocket Camera, snap a mugshot and stick it to the 'Customer Complaints' board. Instant dismissal! 2) Take a snapshot of yourself and write, 'VIP access to All Areas' on it. Stick it over the face of an ID card you've just stolen from Rare and – voilà! – a behind-the-scenes pass to all their Top Secret developments.
Ross Grant, Manchester

And then Rare's dogs suddenly appear, realise you don't have that special secret smell and chew your legs off. Has been known to happen. **Ed**

We've had most fun taking stupid pictures of each other, but the possibilities are endless.

DREAM ON

If you games designers are reading, these are the games we want.

Mario and Friends Golf
I'm not really into golf, but the simple elegance of this game could really appeal. You can be any of the *Mario Kart* characters with similar skill biases, i.e. Mario is a good all-rounder, Bowser is powerful but inaccurate, Princess is weak but accurate. Anyway, the best thing would be that the game would have full 3D *Mario 64*-style environments and you would be able to wander wherever you wanted. Also, you'd use the analogue stick as the swing, then have to walk to where the ball lies – or, even get into your kart and drive (with some *Mario Kart*-like races a possibility)! There'd be a variety of viewpoints, some unusual courses (one, perhaps, could be underwater) and a choice of clubs for each character. My other idea is "Ready Steady Cook 64" where (*Yep, I think we'll leave it, there – Ed*)...
Mark Mathieson, Northampton

Great! This, presumably, would be a bit like Mario Golf *on the Game Boy, right? Could be interesting, especially if there were courses in Bowser's Castle and on Koopa Troopa beach. What do you reckon Nintendo?* **Ed**

A Lizard's Tale
You're a guy who made a bet that he could camp for one night inside a house belonging to a mad scientist. You make it through but, unfortunately, when you wake up you're a lizard. There would be adventure and deathmatch modes – in deathmatches, you would have a choice of deadly weapons to use against other insects and, in adventure, you'd have to find and carry objects, solve puzzles and, ultimately, find the Professor, who has disappeared as well and become a mouse. Once you've completed a game, you get the fun mode, where you choose an animal to turn into and then explore and do whatever you want. Also, you'd get more weapons and more animals for the deathmatches.
Nicholas Swetenham, Luxembourg

Bizarre. Sounds like a game on the PC a few years back called Bad Mojo, *where you were an insect in a massive house, and also* Apidya *on the Amiga, an insect shoot-'em-up. And, of course, there's* Buck Bumble *on the N64. But, the deathmatches could be fabulous.* **Ed**

"Irish newspaper"

I recently read in an Irish newspaper that the 64DD would almost certainly not be released in Europe. Is this statement true? If it is, I'll be pretty annoyed with Nintendo. And, with their biggest game, *Zelda*, slipping to 1999 for Europe, are they not concerned that Sony's PlayStation might completely take over?
Daniel Gannon, Ireland

A bit of guess work on the newspaper's part, we'd imagine. There's been absolutely no word on the NTSC version of the 64DD since Space World (except to let us know it's slipping), let alone the PAL one. It might be true, but no one truly knows either way. As for the N64's battle with the PlayStation, well, the delay of Zelda was undoubtedly a major blow but, with Miyamoto claiming that the game will outclass both Resident Evil and FFVII, we doubt whether these extra few months will matter too much. **Ed**

"Serious complaint"

I have a serious complaint about your magazine. I found two cheats for *GoldenEye* and I shared them with you, hoping I would get a MakoPad. The next issue came and I was eager to buy it, knowing that my name would be in for the cheats I had discovered. But, to my horror, they appeared under a different name – that of Josh Clarke, Ipswich. Does this Josh exist, or are you trying to con me? I won't be surprised if you don't print this letter because you want to hide the truth. In fact, are your letters made up? Every one seems to start "excellent mag" or "**N64**'s the best". Mine certainly hasn't. Who can blame me?
Phil Chang, Northants

*Who, indeed. None of our letters ever start with "excellent mag" or "**N64**'s the best". Check through your back issues and see. And what would be the point of making up letters? That's why Club 64 is such good fun and so diverse – every reader has something different to say. The reason that Josh Clarke's cheat was featured was probably because he got his in before you.*

GO! GO!

Correction corner

You noticed, we didn't...

In issue 12, FuSoYa said that there wasn't an adaptor that worked with *Super Mario RPG*. This isn't quite true as I've found that a Datel Pro Universal adaptor will run the game on a UK SNES, as long as the cart is wedged forward slightly.
D Riley, Liverpool

We've deducted him six wisdom points and a chocolate Hob Nob. **Ed**

In issue 10, page 42 the *DKR* magic code 'Toxiccoffender' does not work. I will not put up with any more incorrect cheats.
Adam Turner

Sorry. We'll go and stand outside the Headmaster's office. That should read 'Toxicoffender', by the way. Just the one C. **Ed**

The guide says that the Snowflake Mountain battle key is located on Walrus Cove, but it's not. It's on Snowball Valley, so there. Aren't I an observant little boy?
Stuart Mackenzie, Aberdeenshire.

Eyes like a hawk. **Ed**

You said *Super Mario RPG 2* would never be released in the UK, then the Ultra Release List stated that it would. Come on guys, get it right, thanks.
Shannon Discon, Wandsworth

Okay. We think it probably will be released. Although, having said that... **Ed**

While looking in the contents page, I was surprised to see a picture of *Mace* next to the 'Smite all and sundry at *Fighters Destiny*' listing.
Andrew Whitham, Gloucestershire

Grrrr. It was War Gods, actually. **Ed**

The pictures you printed that were supposed to be of *Pocket Monsters Snap* (page 25, issue 14) were actually of *Pocket Monsters Stadium*. Get it right!
Tom Payne, Hampshire

Yes, we apologise profusely for that and are currently basking under the fire from Lizadon's mouth. No, really. **Ed**

THE N64 BOARD

We're constantly amazed by your creative brilliance. The board really is a small oasis in the pit that is the N64 Magazine office.

Hugh Escott of **Melton Mowbray** and his brother, **Jacob** have been working hard on their *Snowboard Kids*. Well done.

Scared? We all hid behind the filing cabinet when this arrived. **Ross Holbrook** of **Tyne and Wear** did a fabulous job with his drawing of *Duke Nukem*.

Bond. With an orange face. By **Aidan Connor** of **Hackney**. Conclusive evidence that sunbeds are very, very bad.

Wil started clearing his desk after this came in from **Stephen Cairns** of **Edinburgh**. We eventually persuaded him to stay.

The whole crew of *Lylat Wars* from **Alan Glendinning** of **Co. Down**. Brilliant stuff.

Diddy, in superb technicolour. Thanks to **William Shutes** of **Norwich**.

Blank space.
(Do you have anything that might fill it? Then send it quickly to: The N64 Board, 30 Monmouth Street, Bath BA1 2BW.)

BONUS LETTERS

My Dad still won't allow me to get a Nintendo 64. You know what to do with him. Tell him to buy me one, or die. I hope I've got the message over to you.
Chris Taylor, Lancashire

Message received. But, which one of us dies? **Ed**

All my friends are going to buy N64s. Apart from one, who's Scottish, and has a Saturn.
Robin Davies, Gwent

Ah, that'll explain it, then. **Ed**

I would make you tea and everything.
Daniel Mercer, Trowbridge

Great. Milk, no sugar, thanks. **Ed**

What about Grammar School, then? More like spanner school!
Christopher Burbeck, Orpington

I'll see you after class. **Ed**

I've never played *Blast Corps*, so I cannot say for sure, but I'm pretty certain that the male crew member does not, repeat DOES NOT, say "Swap your ham!".
M. Nicholson, Cranleigh

No. We agree. It's all getting a bit silly now. Everyone knows it's, "Stop! Cor, ham!". **Ed**

When combined with the 'Wool and Needles Pak', the N64 will become every over-70's dream: a sewing machine!
Chris Hinkley, Peckham

Stop it. **Ed**

Will you print my name in the mag? It would mean a lot to me.
Richard Davies, Rotherham

RICHARD DAVIES. **Ed**

I don't think that was very nice what you said about Trowbridge on page 18, issue 14. "Dark, dreary and a little disturbing." That's not nice at all.
Craig Silcocks, Trowbridge

Sorry. We don't mean it. Least of all Andrea, as she's buying a house there. Right next to Asda car park, in fact. **Ed**

It is impossible to explain what is necessary to those who do not know what an RCP 90 is.
Colonel Kurtz, Cambodia

The horror. **Ed**

Are we really trying to con you? Um, no. It's just occasionally – mysteriously – we don't feature everything we receive from Phil Chang. Cue X-Files music, eh? **Ed**

"Down Under"

I'm an N64 fan from Wellington, New Zealand. On reading the letters in the latest issue of your fine magazine, I noticed a gripe about the late release of *1080° Snowboarding* in the UK. Now, you see, New Zealand and Australia are both PAL countries, and our winter starts in

June, so we're getting PAL *1080°* in May! Maybe you Brits should have a quick chat with your relatives Down Under!
Chris Town, via E-mail

Hmm. I think we'll definitely have to stick Nintendo on the barbie for this one. **Ed**

Fact box

Your frequently-asked questions answered frequently. This month, the 64DD.

Q. What is the 64DD?

A. It's a box-like add-on for the N64 which slots underneath your machine and allows it access to specifically-created, high-capacity disks. Each disk is expected to hold as much as 64 Megabytes (512 Megabits), eight times as much as the *Super Mario 64* cart you've got at home.

Q. So what?

A. Erm, so there's eight times as much storage space than your average N64 cart. The advantages are obvious: there's more room for companies to make use of and, thus, more they can pack into a game. Just imagine *Zelda* on 64DD. There could be towns the size of *real* towns, where it takes days to walk from one end to another and where you can go into every house and chat with its occupants.

Q. Right. So, basically, it just helps with space, does it?

A. Well, yes and no. See, half of your average 64DD disk is also writable. So, if Nintendo brought out an *F-Zero* track editor (which has been suggested), you could create entire tracks, save them onto the 64DD disks and then play them in the game, using the original *F-Zero X* cartridge. Equally, you can design and build whole cities in *Sim City 64*, save them onto your 64DD, then access them through the cartridge game and play as normal. Essentially, you can save 32 Megabytes of completely new information onto your 64DD disk. It's a bit like PC expansion kits for *Quake* and the like, except with more creative possibilities.

Q. Are the 64DD disks like CDs, then?

A. No. Their first advantage is that they're three times faster than CD's, so there'll be no teeth-grinding 'Loading' times. The second advantage is that they're writable. And that's where the 64DD is so exciting. Its ability to give the user a relatively free reign in creating tracks in *F-Zero X*, cities in *Sim City 64* and Weird Stuff™ in the Picture/Polygon /Talent Maker series, should ensure its success. When it finally comes out.

Q. And when's that exactly?

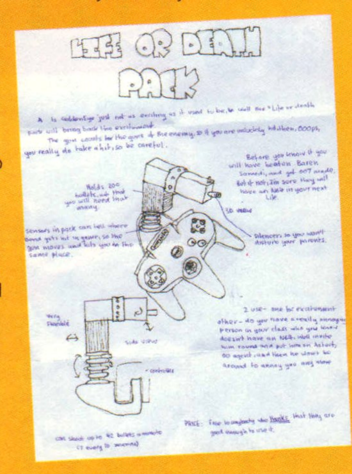
A. Hmm. Well, towards the end of the year in Japan, hopefully. Don't hold your breath for the European release, though. You might not be breathing for a while.

INVENTION CORNER

More vital gadgets that your N64 just can't manage without...

Life or Death Pak

A *GoldenEye*-only invention from **Paul Skrzypczyk** (phew) from **Croydon**, the Life or Death Pak slots into the memory/rumble pak slot in the back of your controller and, cunningly, points a small barrel at you which, once you get hit by enemies in the game – and as far as we can tell from Paul's drawing – shoots real bullets at you. This, obviously, is a fairly short-term invention, but it could be interesting should the real bullets change to tiny plastic ones. Because, you see, the gun-thing on top of your controller rotates and moves according to where you're hit, on which part of your body, in the actual game, and then plants a bullet on the relevant part of your actual body. Presumably, though, you'd have to be standing up whilst playing to make the most of being shot.



N64 Screen Controller

"Have you ever been in a situation where your Mum and Dad say you're going out somewhere and you want to carry on playing your Nintendo 64?" asks **Rory Saxby** of **Dorset**. And the answer? Of course. Er, if you live at home with your parents. "Well, here's the solution!" he adds and the results are this Game Boy/N64 hybrid on your controller. Basically, there are six – SIX – battery slots under the controller (two for each arm), and after recharging the power, you can download your game from the N64 into the controller and play as normal. There's also the chance for some multiplayer fun, with a link-up lead provided, but the controller itself looks to be hefty in size (it would have to be to play full, 64-bit games), so expect it to weigh heavy on your lap. Still, handy for those tedious family occasions.

Do you have a larger than normal brain? Then send anything it's produced to: Invention Corner, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW. Any we print net N64 Magazine badges for their creators.

So tell me this...

Your questions answered with some help from men with beards...

Can you tell me when the Pocket Camera and Printer will reach the UK and how much it will cost?
Chris Everett, Darwen

The Pocket Camera and Printer are due for a July release in this country. No-one knows how much they'll cost but we reckon they might be bundled together and sold for about £60.

1. When is the official Game Boy emulator available and how much will it cost? Will it only be able to run certain Game Boy games or all of them?
2. Why does everyone like *GoldenEye* so much? I hate it.
David Foster, Bedford

1. GameBooster from Datel's what you're looking for. It's not official but it's out now and retails for £39.99. There's a full review on page 14. It'll play all Game Boy games too.
2. You're mistaken. Go back and try again.

1. Is there a sequel to *Duke Nukem* coming on the N64?
2. How come Tim reviews all the football games?
Hugh McDowell, Ireland

1. Duke Nukem: Time to Kill *is out in November. And the N64 version, like Forsaken, is totally unique with exclusive new levels. Like, apparently, a Jack the Ripper level set in London last century. Could be interesting.*
2. Because he gets mad otherwise. And you wouldn't like him when he's mad.

1. What are the next wrestling games to be released on the N64?
2. Is *Banjo-Kazooie really* going to take *Mario*'s crown?
3. Will *Resident Evil* appear on the N64?
4. Footy management games. The N64 needs one. Any chance?
Aidan Fullwood, Camberley

1. There's two possibilities. Iguana have a WWF game and EA now have the WCW licence. Both are busily beavering away. We suspect Iguana's will be first out, though.
2. Could do. We'll have a full report on the game next issue.
3. No. Though Capcom might be doing something similar.
4. It looks unlikely for the time being, though with Gremlin possible future N64 developers perhaps we might get a taste of Premier Manager at some point.

1. Any details on *V-Rally 64*?
2. Is *TOCA Touring Cars* going to be released on the N64?
3. Any sign of a decent F1 game?
Chris Carson, Enniskillen

1. Not yet. It's not likely to be out until Christmas.
2. Possibly. Codemasters are looking into N64 development.
3. Very certainly. Ubi Soft have F1 Racing '98 planned for the winter as do Paradigm and Video System with World Grand Prix. But Psygnosis could be the ones to watch with F1.

1. Are LucasArts bringing any more Star Wars games to the N64?
2. Have you seen any screenshots of *Super Mario 64 2*?
D. Jones, Liverpool

1. Weeeeell, we have heard this month that LucasArts are currently well into development on Rogue Squadron, an X-Wing game. Expect it to be on the PC first, mind.
2. We wish.

1. Will *Sensible Soccer 2000* come out on the N64?
2. When are we going to see a decent golf game?
D. Keane, Kent

1. Not very likely. Anyway, we rather suspect that Sensible Soccer 2000 could be a bit (ahem) disappointing.
2. Rumours persist that Gremlin could be grafting hard on an N64 version of the excellent Actua Golf. Otherwise, look out for EA to do a PGA game.

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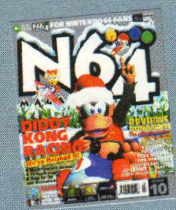
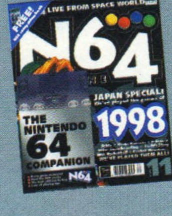


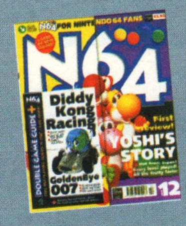
ISSUE 10
The DKR Edition

So you want to know how to play *DKR* – right to the end, find the secret characters and access the hidden worlds? **N64** Magazine has *all* the answers. *NFL and Madden* go head-to-head and we also review *Automobili, FIFA '98, Duke Nukem 64* and *Chameleon Twist*. Plus a complete guide to *GoldenEye* and a plethora of peripherals.



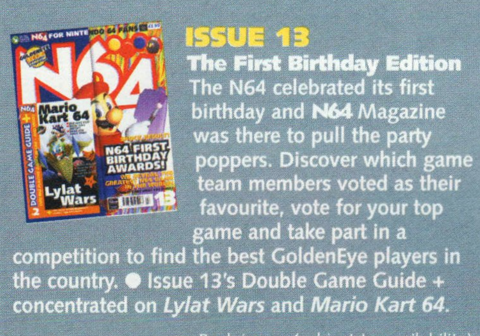
ISSUE 11
The Space World Edition

Roving reporter, James Ashton, jetted out to Japan for Nintendo's Space World '97 show and returned full to the brim with news of imminent games and shaking with excitement after playing *Yoshi's Story, Zelda* and *F-Zero X*. ● This issue also comes with a free Nintendo 64 Companion packed with all you need to know about the N64.



ISSUE 12
The Yoshi's Story Edition

Yoshi's Story finally arrived in Japan and **N64** Magazine was first with a review. 10 other games, including the massive *WCW vs NWO*, also got a thorough going over in this jam-packed issue. ● Issue 12 also came with the first of our Double Game Guide + tips' books – featuring *Diddy Kong Racing* and *GoldenEye 007*.

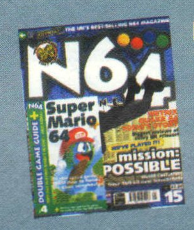


ISSUE 13
The First Birthday Edition

The N64 celebrated its first birthday and **N64** Magazine was there to pull the party poppers. Discover which game team members voted as their favourite, vote for your top game and take part in a competition to find the best GoldenEye players in the country. ● Issue 13's Double Game Guide + concentrated on *Lylat Wars* and *Mario Kart 64*.

ISSUE 14
The Goemon Edition

N64 Magazine had the exclusive on the N64's first English RPG and we went all wintry with reviews of *Snowboard Kids* and *1080°*. We also had a cracking *Fighters Destiny* guide and plenty of tips on hammering level 5 in *ISS64*. ● The Double Game Guide + showed you how to conquer *FIFA '98* and *Wave Race 64*.



ISSUE 15
The Mission Edition

We were the first magazine in the world to play it and in this issue we tell you exactly what we found. Plus huge reviews of *Quake 64, Yoshi's Story* and *Wetrix* and over 20 pages of tips on *Snowboard Kids, Mystical Ninja, GoldenEye* and other top games. ● Issue 15's Double Game Guide + held all the secrets to *Super Mario 64*.

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N64 MAGAZINE DIRECTORY

The complete guide to every game we've ever reviewed in N64 Magazine.

How it works

- The game's name
- Its publisher
- A summary of our review
- The best tip or cheat, and any issues that we've done guides
- How much it costs
- The issue we reviewed it in
- Score
- The reviewer's initials (see next door)

INTERMINABLE DELAY 64

Nintendo | *£50* | N64 *16 ● 99% ● JA*

The idea here is whip up the public's expectation to a frenzy, and then delay giving them what they want for another four months.

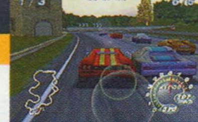
Quite sure that everyone in the world wants what you've made? Time for another massive delay then. For God's sake don't give a reason, though. And don't even think of apologising.

N64 reviewers

JA =	James Ashton	JB =	Jes Bickham
JD =	Jonathan Davies	TT =	Tim Tucker
MH =	Marcus Hawkins	ME =	Max Everingham
TW =	Tim Weaver	DM =	Dean Mortlock
WO =	Wil Overton	JP =	James Price
ZN =	Zy Nicholson	SJ =	Steve Jarrat
JS =	Jon Smith	MK =	Martin Kitts
JN =	Jonathan Nash		

UK Games DIRECTORY

Automobili Lamborghini



Titus | *£50* | N64 *10 ● 67% ● TW*

It's not that it's actually bad, just only really competent. It'll pass a few hours but don't expect anything as lasting as *Top Gear Rally*.

When in the pits, you have to waggle the analogue stick to make your crew work faster. Remember: waggle in a circle, not from side-to-side.

Blast Corps

Nintendo/Rare | *£50* | N64 *5 ● 88% ● JS*

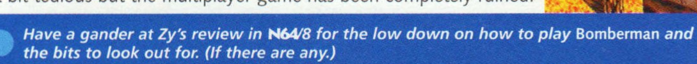
Undoubtedly one of the most idiosyncratically original games on the N64, and one you're almost certain to enjoy.

Full Blast Corps guide in N64/8. ● Double Game Guide + on the cover of issue 16.

Bomberman 64

Hudson/Nintendo | *£50* | N64 *8 ● 50% ● ZN*

Oh dear. A big disappointment. The one-player mode was always a bit tedious but the multiplayer game has been completely ruined.



Have a gander at Zy's review in N64/8 for the low down on how to play Bomberman and the bits to look out for. (If there are any.)

Chameleon Twist

Ocean | *£60* | N64 *10 ● 70% ● JD*

There're thrills and spills but it won't take you long to finish. The multiplayer game beats *Bomberman* – but that's not that hard.

When doing the pole vault move, as you're springing back up, press jump just a little way before you reach the top for an extra-high jump.

Clayfighter 63⅓

Interplay | *£50* | N64 *9 ● 24% ● JB*

Possibly the worst game on the N64. Except, perhaps, for a game where you have red hot needles shoved into your eyes.

When, at the beginning of a fight, the highly amusing commentator shouts, "Let's get ready to crumble!", switch off your machine.

Cruis'n USA

Nintendo | *£35 too much* | N64 *13 ● 24% ● TW*

Pop-up cardboard scenery and music to make your ears bleed. Less about driving, more a rule book on how to cock-up console games.

Hold the Top, Left and Bottom-C to access some 'weird' secret vehicles at the car selection screen. The game's still crud, mind.

Dark Rift

Vic Tokai | *£60* | N64 *9 ● 69% ● JD*

Uninspiring special moves and similar characters. Nicely animated, potentially solid but, ultimately, really rather dull.

Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.

Diddy Kong Racing

Nintendo/Rare | *£50* | N64 *10 ● 90% ● JA*

This game is huge – 40 tracks, a massive Adventure mode and three different vehicles to choose from. Not quite as good as *MK* though.

For a fast start, wait for the "Get Ready" sign, then press the accelerator after it disappears and just before "Go!". ● Guides in N64/11, 13 & 14 and Double Game Guide + no 1.

Doom 64

GT | *£60* | N64 *7 ● 77% ● JA*

Solid and workmanlike but, up against Acclaim's dinosaur-basher and Rare's breathtaking Bond licence, it looks dreadfully old hat.

At the password screen enter ?TJL BDFW BFGV JVVB for a complete cheat menu. ● Other tips in the review, N64/3&7.

Duke Nukem 64

GT | *£55* | N64 *10 ● 85% ● TW*

A commendably violent and vastly enjoyable conversion. Gorgeous new explosions and a brilliant multiplayer game.

Remember, the cocooned ladies can't be shot at any more. They can only be released with the use of the handy Open button. ● Cheats in issue 15.

Extreme G

Acclaim £60 N64 9 ● 87% ● TW

Never likely to displace *Wipeout 2097* as the ultimate future racer but still hugely impressive. Face-melting speed and beautiful tracks.

Try typing "fisheye" in at the player name screen. This produces a weird sensation of being inside a goldfish bowl as you race. Kooky. ● Check out the guide in N64/12.

F1 Pole Position

Ubi Soft £60 N64 7 ● 71% ● JD

Ubi Soft could have done a lot more with this. Obvious flaws include horrendous pop-up and stop-dead banks.

If your bloke in the pits shouts at you to come in, don't bother. You can make the whole course without a tyre change.

FIFA 64

Electronic Arts £60 N64 2 ● 39% ● TW

How in the wide, wide world of sport did this get through Nintendo's quality control department? We can only wonder.

Remember, you only need tap the shoot button once. The delay is terrible but you will eventually produce something. Don't press it a second time or your shot will fly over.

FIFA '98 The Road To The World Cup

Electronic Arts £60 N64 10 ● 83% ● TW

Banishing the memory of *FIFA 64*, there's plenty of promise here and a seemingly rosy future for the World Cup '98 version.

Try using the Lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass, as it avoids the man marker. ● Guide in N64/13 and Double Game Guide + no. 1

Fighters Destiny

Ocean £55 N64 13 ● 86% ● JB

Gorgeous animation, likeable characters and an ingenious Master Challenge. In a very real sense, *our Tekken*.

Enter the Master Challenge with any character, beat everyone, and you will be able to select the Master as a playable character. ● Check out the guide in N64/14.

GoldenEye 007

Nintendo/Rare £50 N64 9 ● 94% ● TW

Brilliant levels, detailed scenery, breathtaking weaponry and a perfectly judged difficulty curve. It doesn't get much better than this.

● Check out I, Spy, the free MI6 giveaway in N64/9 and tips in N64/12 & 14. There's also the Double Game Guide + no. 1 (free with issue 12) if you get really stuck.

Hexen

Midway £60 N64 5 ● 69% ● JD

Sadly, exactly the same as its elderly PC mum. Still fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

To activate the cheat menu, pause the game and press Top-C, Bottom-C, Left-C, Right-C very quickly. ● In the Cheat menu, press Left-C, Right-C and Bottom-C for invincibility.

Int. Superstar Soccer 64

Konami £60 N64 3 ● 92% ● TW

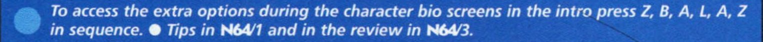
An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFA*s dead.

For the super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start. ● Guides in N64/4 & 14.

Killer Instinct Gold

Nintendo/Rare £55 N64 3 ● 62% ● MH

Great in its time but a bit out-dated now. For most people, enthusiasm for this type of beat-'em-up is at a low ebb.



To access the extra options during the character bio screens in the intro press Z, B, A, L, A, Z in sequence. ● Tips in N64/1 and in the review in N64/3.

Lylat Wars

Nintendo £60 N64 8 ● 91% ● JN

Perhaps not as perfect as it could've been (it really needed a level select, for instance) but another tour-de-force for Shigs.

Achieve gold medals on all levels for the four-player tank and Expert modes. ● Game guides in N64/8 and N64/9 and Double Game Guide + no. 2 (free with issue 13).

Mace: The Dark Age

GT £60 N64 9 ● 81% ● JB

We weren't expecting much but this is a highly competent fighter that'll gladly tide you over till Capcom arrive on the scene.

Hold one of the C-buttons when choosing your character and you can change their dreary rags into king-like robes.

Madden 64

Electronic Arts £55 N64 10 ● 92% ● TT

The *Madden* series' first outing on the N64 is as fantastic as ever. In fact, probably the best version of the game so far.

When you're on the fourth and you're, um, down. (Shuffle) Right. When on the fourth and down, make sure you, erm... (Shuffle) We'll get back to you on this.

Mario Kart 64

Nintendo £50 N64 4 ● 91% ● JD

The multiplayer modes are outstanding and you'll still find yourself racing the one-player tracks long after you've beaten the game.

At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. ● Complete guide in N64/4 and Double Game Guide + no. 2 (with issue 13).

Mischief Makers

Nintendo/Treasure £50 N64 8 ● 90% ● JB

It's retro but it's totally rewarding and expertly constructed. Along with *Yoshi's Story*, a perfect example of how to do 2D on the N64.

Check out our extensive guide to making mischief mischievously in N64/12. You won't regret it. Nosiree.

Mortal Kombat Trilogy

GT £60 N64 1 ● 34% ● TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it. Avoid with clinical determination.

For unlimited credits, press Down, Down, Up, Up, Right, Right, Left and Left on the Story screen. When you lose, you'll have infinite credits. ● Cheats in N64/1 and N64/4.

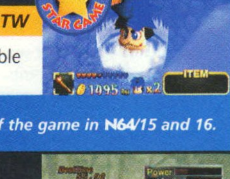
Multi Racing Championship

Ocean/Imagineer £55 N64 8 ● 71% ● JD

The conversion job has done it no favours. 'Gritty' graphics and, in comparison with *Top Gear Rally*, it's also far too easy.

Win Gold on all three tracks to open up the Challenge mode. Beat that to win the two hidden cars. ● Game tips in the review N64/5.

Mystical Ninja starring Goemon



Konami £60 N64 14 ● 90% ● TW

There's plenty to sink your teeth into here. A sprawling, enjoyable adventure that works its socks off to square up to *Mario*.

Check out the review in N64/14 and a complete walkthrough of the game in N64/15 and 16.

Nagano Winter Olympics

Konami £65 N64 12 ● 32% ● JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all supremely boring. Still, if you're having trouble sleeping…

To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.

NBA Hangtime

GT | *£65* | *N64 6 ● 52% ● JS*

The problem here is that two-on-two basketball gets very boring, very quickly. Even with a cheats list, your attention will soon wander.

Create duplicates of star players by entering 0000 as your pin. Now type in your name as the name of the player. ● See N64/3 for a complete list of names.

NBA Pro '98

Konami | *£55* | *N64 14 ● 71% ● JP*

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant. The question is do you *really* like basketball?

The option to disable various game rules is a welcome bonus but remember that this isn't a cheat because you give your opponent the same advantage.

NFL QuarterBack Club '98

Acclaim | *£50* | *N64 10 ● 86% ● TT*

It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists, work at it and you'll reap the rewards.

When you're on the fourth and down, try getting your, erm, you're... (Ahem. Shuffle) Now, then. On the fourth and down make sure your Receiver... Oh, whatever.

NHL Breakaway

Acclaim | *£60* | *N64 14 ● 62% ● DM*

Little excitement and a dearth of originality. There's nothing here that hasn't been done better in *Wayne Gretzky*.

Set the level of the referee to 'lenient' to start with and you'll find the game a lot quicker and easier.

Quake 64

GT | *£60* | *N64 15 ● 79% ● JP*

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood. Good, but by no means brilliant.

Select 'Load Game' and do not use a memory pak. Instead, fill the password entry box with little 'Q' symbols, activating the excellent Debug mode.

Pilotwings 64

Nintendo | *£50* | *N64 1 ● 89% ● TW*

A supreme example of how to harness the N64's immense potential. Up, up and away.

The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

San Francisco Rush

GT | *£60* | *N64 11 ● 82% ● TW*

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups, tonnes of explosions and loads of secret bits. Great fun.

To change the colour of the fog, on the Car Select screen, hold the Z-Trigger and press Down-C, Down-C and Down-C.

Shadows of the Empire

Nintendo/LucasArts | *£55* | *N64 1 ● 78% ● JA*

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits. It still has a great Star Wars feel though.

To see the end sequence, enter your name as _Credits (case sensitive). ● Challenge Point guides in N64/2 and N64/3.

Snowboard Kids

Nintendo/Atlus | *£40* | *N64 14 ● 86% ● JA*

Mario Kart on ice. Technically a little ragged but still enormously good fun – just take a look at the multiplayer mode.

Master that jump start by holding forward and pressing jump just as the Santa look-a-like points his pistol in the air. ● There's a complete guide and a list of special moves in N64/15.

Super Mario 64

Nintendo | *£50* | *N64 1 ● 96% ● ZN*

Everything that's made previous *Mario* titles great, fleshed out into 3D. Without doubt, this has to be the world's greatest videogame.

Loads of tips in our review in N64/1. ● '20 most-asked questions', N64/1, N64/2. Guides in N64/2, N64/3, N64/4, N64/5. ● Double Game Guide + no. 4 (free with issue 15).

Tetrisphere

Nintendo | *£40* | *N64 13 ● 69% ● SJ*

Confusing (surely what it definitely shouldn't be), complicated and, although it looks lovely, eventually it just ends up being frustrating.

Type in the word VORTEX on the password screen then press and hold the Reset button. Keep it pressed and a strange animated sequence will start up.

Top Gear Rally

Nintendo/Boss | *£55* | *N64 8 ● 86% ● JD*

Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks help ensure a healthy lifespan.

Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. ● Game tips in the review N64/8.

Turok: Dinosaur Hunter

Acclaim | *£60* | *N64 1 ● 91% ● TW*

Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. A phenomenally good game.

At the edge of a platform the screen will dip. Jump here to gain maximum distance. ● Cheat listing Tips Extra N64/2. ● Key-finding guide in N64/2. ● Game Guide + issue 16.

War Gods

GT | *£50* | *N64 4 ● 46% ● JA*

Vile characters, half-hearted moves and ludicrous end results. So, all in all, a complete and utter waste of time.

When you play as Tak, just throw boulders (Down, Forward, Left Punch) at your opponents to win.

Wave Race 64

Nintendo | *£55* | *N64 2 ● 90% ● ZN*

Thoroughly realistic water effects and a scintillating two-player speedway make this easily as enjoyable as *Mario Kart 64*.

To achieve the Helicopter stunt (and 1700 points) – when you're on the ramp, turn sharply in a Left/Up direction and then hold Down. ● Double Game Guide + no. 3 (issue 14).

Wayne Gretzky's 3D Hockey

GT | *£65* | *N64 6 ● 75% ● TW*

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat, the one thing that lets it down is the fact that it's only ice hockey.

Loads of tips in Tips Extra N64/5. ● For super teams, go to Set-up and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Left, Right, Left and Left.

WCW vs NWO: World Tour

T•HQ | *£55* | *N64 12 ● 70% ● TW*

A perfectly acceptable, technically solid beat-'em-up with 37 grapplers with colourful pants. Not quite *Tekken* though.

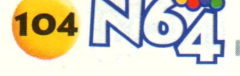
Each character has two special moves, one for legs and one for heads, and these you can get to by holding A and wiggling the analogue stick.

Wetrix

Ocean | *£40* | *N64 15 ● 74% ● JP*

Reasonably priced take on the age-old *Tetris* theme, with water and mountains. It's better than *Tetrisphere* but, ultimately, lacks variety.

To prepare for bombs falling, build a raised area in the right corner of the screen. When a bomb appears, drop it in this safe zone, returning to make repairs later.



Yoshi's Story

Nintendo *£50* N64 15 ● 86% ● TW

Surprisingly, a Nintendo game that lacks both ingenuity and longevity. But it's amazing to play and beautiful to look at.

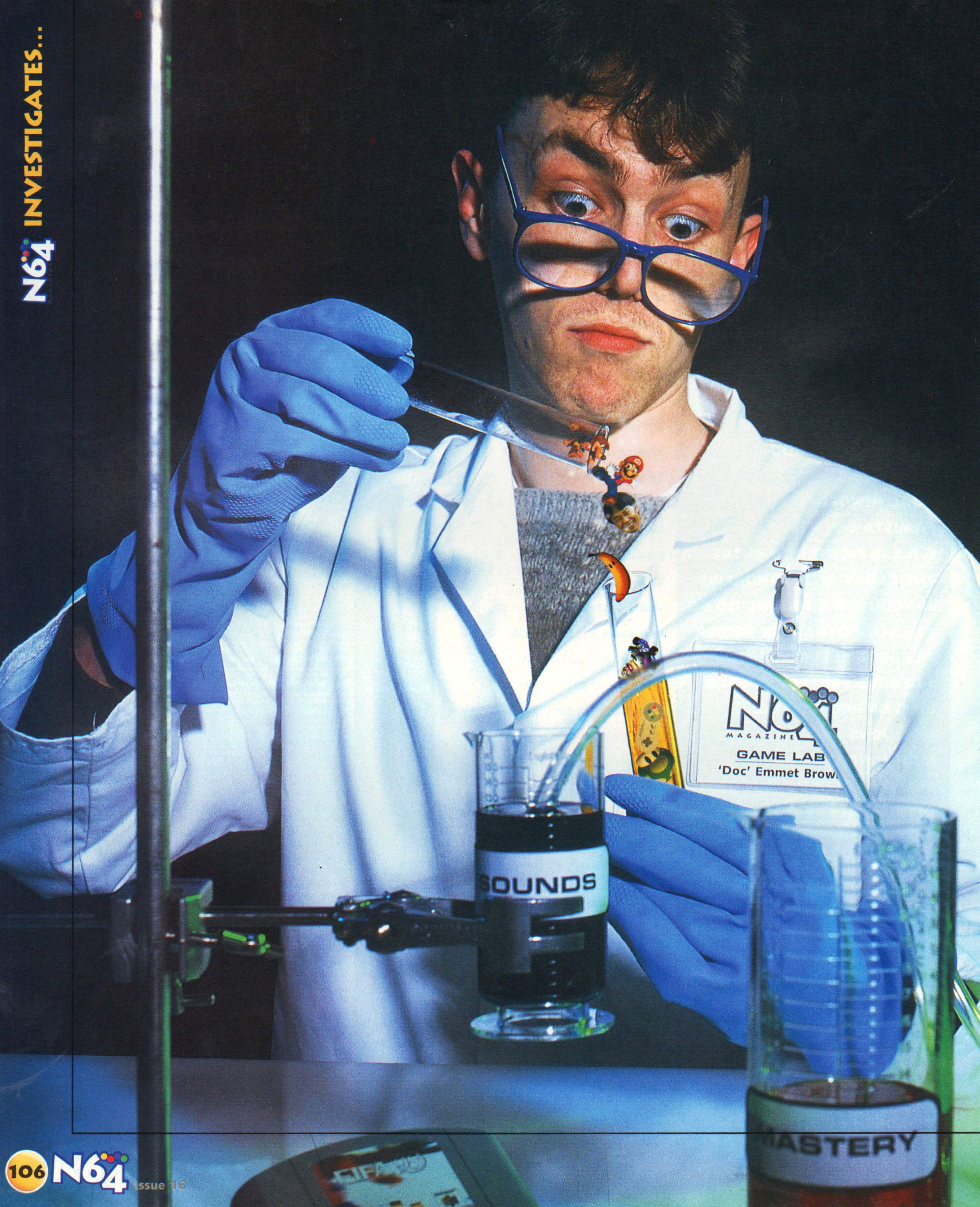
To find the white Yoshi, work your way through level 3 until you find poochie yapping at a red pipe you can't reach. Go down the next red pipe and look for the ? bubble. Voilà!

DON'T FORGET!

If you're planning a trawl through the Internet then remember to fish out **N64** Magazine's little beauty at *www.futurenet.com/gamenetn64/*
There'll be loads of info on the new issue of **N64** Magazine along with reviews, previews and even a chat page.

Import Games DIRECTORY

1080° SNOWBOARDING	Nintendo 14 ● 89% ● JA	UK release Winter '98	Not an immediate hit, *1080°* will take time and perseverance. Its utter brilliance, though, just has to be admired.
64 O-SUMO	Bottom Up 11 ● 90% ● ME	UK release Unlikely	Sumo it may be, but Bottom Up have turned Japanese wrestling into a stonkingly fine, fun-filled fat-fest.
AEROFIGHTERS ASSAULT	Video System 11 ● 60% ● JD	UK release TBA	Good fun in the short term with a realistic engine but, in lengthy spells, it's actually quite tedious with little variety.
AERO GAUGE	ASCII 12 ● 10% ● JN	UK release TBA	A real stinker of a *Wipeout* clone with game-affecting pop-up, miles too good opponents and unfair controls. Loathe it.
ART OF FIGHTING TWIN	Culture Brain 12 ● 78% ● DM	UK release TBA	A simplistic beat-'em-up but one with some charm and, given the dearth of quality N64 fighting games, not a bad proposition.
AUGUSTA MASTERS '98	T&E Soft 14 ● 47% ● JP	UK release TBA	Your N64 could run this with the power off. A very poor conversion of a dated game design to be avoided at all cost.
DENRYU IRAIRABOU	Hudson 12 ● 65% ● JN	UK release Ha! No	*Denryu* is a console-based version of the game at fêtes with the copper stick and wire. It's up to you.
DORAEMON	Epoch 2 ● 60% ● TW	UK release Unlikely	A slightly linear, slightly confusing and all-too-tedious *Mario* clone. Perhaps more suited to your younger brother or sister.
DUAL HEROES	Hudson 12 ● 28% ● DM	UK release Maybe	After much hype, Hudson reel out a horrendous beat-'em-up with little or no redeeming features. A travesty of justice, indeed.
FAMISTA 64	Namco 11 ● 68% ● TW	UK release No chance	Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.
G.A.S.P! FIGHTER'S NEXTREAM	Konami 15 ● 52% ● MK	UK release TBA	It's frightening when developers like Konami can't get it right, but *G.A.S.P!* is another appalling attempt to emulate *Tekken*.
THE GLORY OF ST. ANDREWS	Seta 1 ● 58% ● TW	UK release Unlikely	The N64's first golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.
JANGOU SIM MAHJONG DO 64	Video System 7 ● 69% ● JD	UK release Never EVER	So, the best mah jong game yet? Well, probably, but does it really matter? It'll probably fly off the shelves in *ker-razy* Japan.
J-LEAGUE DYNAMITE SOCCER	Imagineer 8 ● 66% ● TW	UK release Unlikely	What chance has a sprite game in a world with *ISS64*? This is incredibly basic but persevere and you might get some joy.
J-LEAGUE ELEVEN BEAT	Hudson 10 ● 52% ● TW	UK release Nope	While *Dynamite Soccer* was an ugly but enjoyable fat-bloke football game, *Eleven Beat* is plain ugly. One word: *ISS64*.
J-LEAGUE PERFECT STRIKER	Konami 1 ● 89% ● TW	UK release Now (as ISS64)	Konami prove their footballing dominance with a magical soccer sim. Breathtaking animation and a plethora of fantastic moves.
KING OF PRO BASEBALL	Imagineer 1 ● 68% ● TW	UK release Unlikely	The super-deformed players are entertaining for a while but the slow runners and super-skilful CPU will eventually get you down.
MAH JONG 64	Koei 3 ● 65% ● JD	UK release Never	More of a beginners guide to the game than previous efforts. The heavy reliance on Japanese text makes it a bit tricky though.
MAH JONG MASTER	Konami 1 ● 69% ● WO	UK release Unlikely	If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.
MK MYTHOLOGIES: SUB ZERO	Midway 11 ● 9% ● JD	UK release Please, no	Worse than *Wheel of Fortune*, *MKM* could only be less enjoyable if it intermittently squirted sulphuric acid into your face.
OLYMPIC HOCKEY	Midway 15 ● 60% ● MK	UK release Unlikely	Unadulterated cash-in with the *Wayne Gretzky* engine. Good, except *Wayne Gretzky*'s the same but better.
PACHINKO WORLD 64	Hewia 13 ● 12% ● TW	UK release Um, no	Pachinko is like pinball without the skill and this console version doesn't do it any further favours. So dull, death seems enticing.
POWER LEAGUE 64	Hudson 7 ● 42% ● JA	UK release No, thanks	We've got nothing against baseball although it is, plainly, tedious but this effort from Hudson is tragically awful.
POWER PRO BASEBALL 4	Konami 3 ● 54% ● TW	UK release Unlikely	The fourth in Konami's series of baseball games, this went ballistic in Japan but we don't rate it as highly as *King of Pro*.
PUYO PUYO SUN 64	Compile 10 ● 80% ● ZN	UK release Maybe	You didn't buy your N64 to play this but it's still rollickingly good fun. So, if you're rich, try it on for size.
ROBOTRON 64	Midway 12 ● 75% ● JN	UK release TBA	An entertaining update of the classic shooter but one that could quite easily make a home on the SNES. Good, but not great.
SIM CITY 2000	Imagineer 13 ● 83% ● JP	UK release Autumn	Although it looks no different to the SNES version, this still plays as magnificently as ever. Look out for the UK version soonish.
SUSUME! TAISEN PUZZLE DAMA	Imagineer 13 ● 83% ● JP	UK release TBA	Another N64 *Puyo Puyo* game but a quirky, enjoyable one all the same. Plus, there's a great bowling sub-game.
TAMAGOTCHI WORLD 64	Bandai 12 ● 79% ● JN	UK release Ooh, no	It's a 64-bit board game and it's quite fun but it goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.
TOKON ROAD	Hudson 12 ● 49% ● DM	UK release Unlikely	The latest entry from the highly productive Hudson is a tedious old wrestling sim that lacks the refinement of *WCW vs NWO*.
WHEEL OF FORTUNE	Gametek 11 ● 17% ● TW	UK release Spring '98	Abominable visuals, tragic animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.
WILD CHOPPERS	Seta 11 ● 72% ● JD	UK release TBA	A good, solid chopper sim and one with an unusual but actually quite intuitive control system. Perhaps a bit easy, but good fun.
WONDER PROJECT J2	Enix 1 ● 55% ● WO	UK release Unlikely	Guide a robotic girl through various 'real-life' situations with the overall aim of making her a real person. Weird and very Japanese.


N64 MAGAZINE
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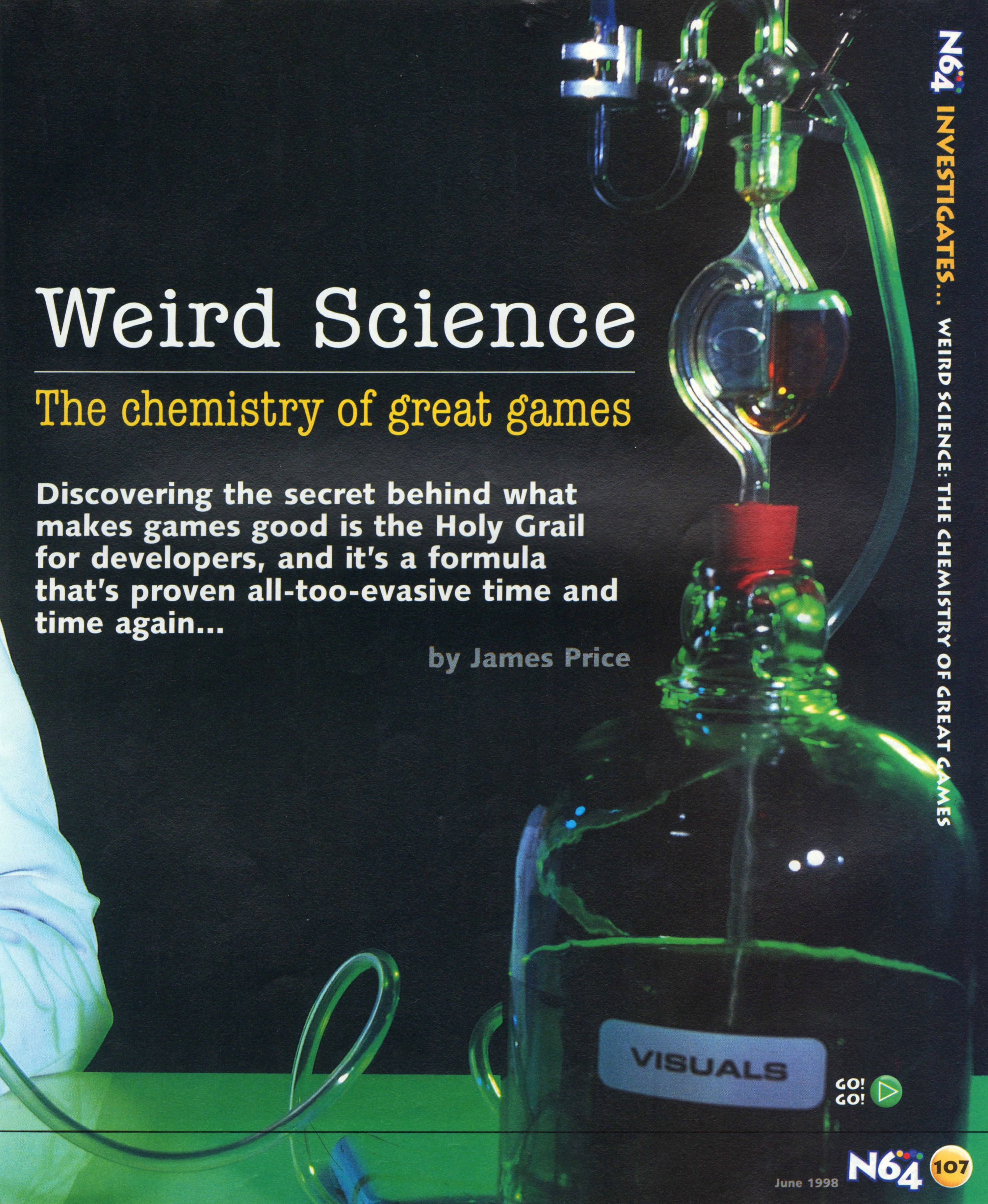
SOUNDS
ASTERY



Weird Science

The chemistry of great games

Discovering the secret behind what makes games good is the Holy Grail for developers, and it's a formula that's proven all-too-evasive time and time again...

by James Price

Ask anyone *who* makes a good game, and they'll say Nintendo, Sony, Sega... and so on. Those in the know will even mention individual *illumini*. PC owners would doubtlessly mention id starlet John McCormack, ***Doom*** coder and pioneering creator of the modern first-person shoot-'em-up. A Saturn owner – and, apparently, they *do* exist – would perhaps offer the name of Yu Suzuki, AM2 maestro and ***Virtua Fighter*** creator. Those with an N64, obviously, can offer the name of quite possibly the best videogame designer there has ever been. He, quite naturally, requires no introduction.

Similarly, enquire of someone what *is* a good game, and they'll no-doubt be capable of reeling off a huge list of names, from *Mario 64* to *GoldenEye*, from Konami's classic arcade machine *GTI Club* to, perhaps, *Zelda 3* on the Super Nintendo. There are countless titles that could be used as examples of 'good' games.

But say 'what *makes* a good game', and it's likely you'll be faced with a look of polite incomprehension. At best, you'll get monosyllabic responses. 'Graphics', would be a likely offering. 'Gameplay,' too, is a likely (and shockingly vague) possibility. But then, what *is* 'gameplay'? How can this word be used in conjunction with *Mario Kart and Mortal Kombat Mythologies*? The former is eminently playable, the latter is not. Both possess 'gameplay' of a different degree.

With the **N64** Magazine ratings box as a blueprint, trying to define just what makes a game great is difficult, because there are so many considerations to take into account. It's easy to say that a game needs to look good to play well, but how then does one explain the likes of *Sim City 2000*? Sound, too, is an important aspect for any piece of entertainment software, yet we pointed out in our review of *San Francisco Rush* that it had "the worst music in any game" and still handed it a more-than-creditable 82%.

A game's 'mastery' of its hardware and genre respectively is perhaps a more definite indication of its worth. And, for a perfect example of that fact, what better case study than *GoldenEye*? Not only does Rare's classic utilise the N64's capabilities with aplomb, it also refines the structure of the first-person shoot-'em-up design brief to an astonishing degree. *Duke Nukem 64*, *Quake* and *Turok* all dictate that reaching the end of the level – via an unsubtle level of slaughter – is what you must do just because, well, that's what you do in games. But *GoldenEye*, through effective use of visuals, tie-in and level structure, somehow evokes a greater sense of 'being there', a more immersive brand of realism. Players are encouraged to observe and act upon the minutest of details, from carefully sniping observation cameras from a distance, to sneaking up behind guards. In terms of sophistication, *GoldenEye* is light years ahead of its competitors – even *Quake*-obsessed PC magazines have been namechecking it for the past several months. So if it's 'Mastery' you want, look no further.

Still as breathtakingly good as it was the first day we played it...

...And no other 3D adventure has ever demonstrated such freedom.

Croc. *Not the PSX's finest moment and certainly not* Mario *in 32-bit.*

Lifespan, too, is a significant aspect of any title. If you're shelling out fifty or even sixty quid on a game, it's important that it remains entertaining for an appropriate degree of time. And, of course, that you won't see everything that it has to offer within the first few days. A multiplayer option is a good addition then, as are secret characters, tracks or courses.

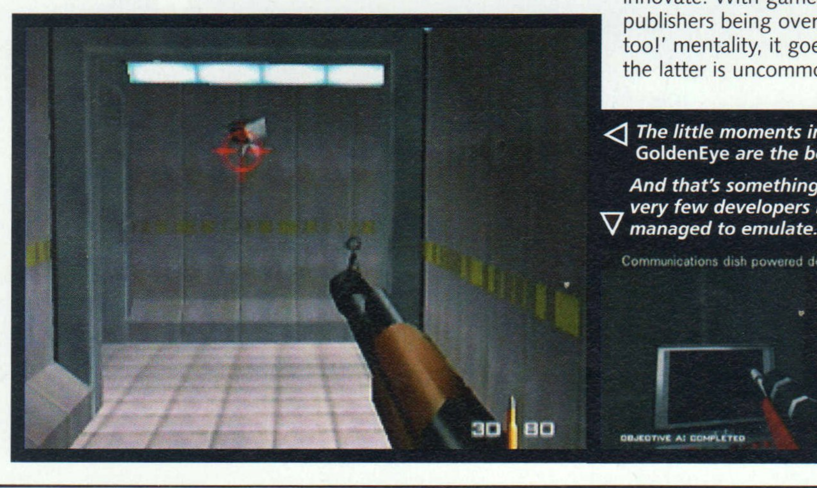
> **"For a game to be truly great, it needs to either refine an existing design... or actually innovate."**

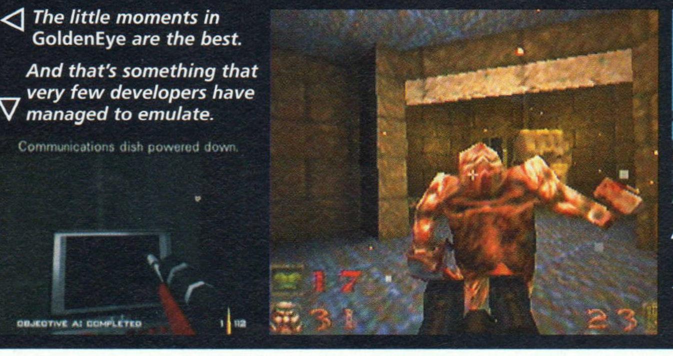
Same old, same old

For a game to be truly great, it needs to either refine an existing design to a high degree or actually innovate. With games designers and publishers being over-fond of the 'me too!' mentality, it goes without saying that the latter is uncommon.

Want an example of that? Take, for instance, the arrival of *Mario* as the N64's flagship title. His first adventure on Nintendo's fledgling platform was almost universally hailed as the greatest game in years. So how did the development fraternity react? They set about creating their 'own' *Mario*. The results? Take a glance at the PlayStation market, containing the likes of *Busby 3D*, *Croc* and Psygnosis's risible *Rascal*.

As with films, games invariably fall into distinct categories. From platform games to beat-'em-ups, from action RPGs to management sims, every type of game contains its fair share of the good and the bad. But original? Rarely. Most of the N64's best titles are re-workings of familiar themes or old games. But that's not necessarily a bad thing. *ISS64* has its roots in the classic *ISS Deluxe*; *Lylat Wars* is SNES favourite *Starfox* on a grand scale; and *Madden 64* is a top-notch update of a design brief that's been around for years. The essence of being a





The little moments in GoldenEye are the best.

And that's something that very few developers have managed to emulate.

A Mancubus in Doom. Big, ugly but 2D.

Quake. 3D, big, ugly but still not a patch on GoldenEye.

△ MK Mythologies. *The perfect example of a gaming atrocity. Its failings are plain.*

◁ *Equally,* Cruis'n USA *did everything a driving game shouldn't. 'Rank' patently wasn't the word.*

'good' game is to do things better than other, similar titles. Novel features and design are but a bonus, if they're present at all.

Eye of the beholder

In the space of the past 25 years, games have become so visually complex and intricate that they bear virtually no relation to their less sophisticated forebears. Can *Pong* boast a mere degree of *FIFA 98*'s visual prowess? The answer, naturally, can only be no. Even the most 8-bit obsessed retrogaming fanatic couldn't tell you that *Donkey Kong*, in any way shape or form, holds a candle to *Mario 64*.

A game's visuals are important because they're the primary medium through which the software communicates with a player. With pad firmly clenched in sweaty mitts, the gamer reacts to on-screen stimuli with (if they're playing properly) the appropriate movements. Successful play results in an appropriate 'reward' being given, like a goal and the resulting celebrations in *ISS64*, or a secret track in *Diddy Kong Racing*. A truly 'great' game must possess, *at the very least*, visual functionality. If you're reading this at home, think of the walls of your room. They're solid and, without looking up, you should be aware of where they are. The same should apply for the room's furniture. Now stand up. Take a few steps in any direction you like. Now go back to where you started.

Notice how you didn't fall through the floor or bump into objects without any apparent contact being made? Hopefully, you also took note of how the walls didn't flicker out of sight, or become corrupted or stretched as you turned. These are things that everyone (with the exception of those suffering from severe concussion) take for granted. So why should, say, *Cruis'n USA* have you crash without actually making any physical contact with anything?

Additionally, a quick glance at a list of games that score a perfect nine in their Lifespan rating reveals another, equally important feature to be added to the previous list – a multiplayer option. With the exception of *Mario 64* and *Turok*, every game to have scored a nine in this category has offered at very least a two-player option. This is no mere coincidence, as you'll no doubt appreciate. No matter the quality of a game's artificial intelligence, it can never evoke the same degree of competitiveness and enjoyment that a bout against human opposition can.

So, what makes a good game?

So far we've looked at basic elements, from attractive visuals to two-player modes. It would be hard to point out any one of those aspects and cry 'That's the one! *That's* what makes a good game!' But there is one thing common to *all* great games. Immersion.

Unlike TV, games are interactive entertainment, the progress of one gaming session is directly influenced by the player's input. A 'good' game is unique in that it involves a player to a high degree. When playing *Mario 64*, or *GoldenEye*, or *Diddy Kong Racing*, or any other top-class title, you're totally preoccupied with on-screen action. It's as if the rest of the world ceases to exist.

Now think to, say, *Cruis'n USA*. You start a race. Within moments, you've collided with an object that apparently appeared from nowhere. You feel anything but 'involved'. You feel cheated and, if you actually bought the game, probably a little queasy. You're almost entirely aware that the TV is over *there*, you're holding a joypad in your hand and that, say, the Jones's four-year-old son from Number 16 is eating your daffodils again.

> ***"It's when you seem to 'wake', after hours of play, that you realise that you've found a 'good' game."***

When concerned parents and moral guardians express their distrust of videogames, a common complaint is that youngsters appear hypnotised while playing. Indeed, if you've ever watched someone while they're truly engrossed in a game, you'll notice their eyes appear glazed, as if in some kind of trance. But only the best games can do this.

In a daze

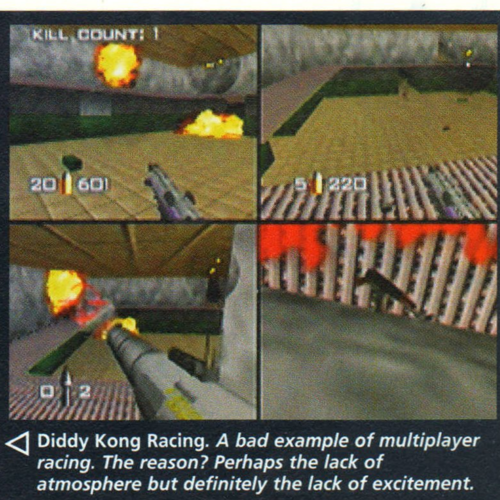
It's when you seem to 'wake' after hours of play that you realise that you've found a 'good' game. It doesn't have to look beautiful. It needn't have an orchestral soundtrack. It just needs to involve you to a degree at which you become unaware of the fact that you're playing a console game. But then, if it looks as beautiful as *Mario*, has a soundtrack written by Mozart and features a four-player mode, you can't complain, can you?

Taking **N64** Magazine's four marking categories – Visuals, Sounds, Mastery and Lifespan – let's take an in-depth look at the elements that go to make some games great, some so-so, and some positively disastrous.

GO! GO! ▷

△ ISS64. *An utterly sublime football game for up to four players at a time.*

◁ *Nintendo proved their prowess once again with Mario Kart's multiplayer.*



A four-way deathmatch couldn't be done, eh? Wrong. Rare taught the world a lesson in the How to... stakes. ▷

◁ Diddy Kong Racing. *A bad example of multiplayer racing. The reason? Perhaps the lack of atmosphere but definitely the lack of excitement.*

VISUALS

Visual performers: rise, most beautiful of creations...
Super Mario 64, Pilotwings 64, GoldenEye, Wave Race 64, Diddy Kong Racing, ISS64, Lylat Wars, NFL QuarterBack Club (all with 9)

The ugliest of games: cover your foul countenance, wretches...
Wheel of Fortune (2), Denryu IralraBou (0), Mah Jong Master (1), Pachinko World 64 (1), Puyo Puyo 64 (2), Aero Gauge (2)

Don't graphics make a good game?

Yes... and no. Until some bright spark develops consoles that connect directly to your brain, thus forgoing tiresome wear and tear on peepers, visuals remain the means by which a game communicates with a player. Graphics *are* the game. But it's hard to say that if, for example, *ISS64* were to be half as attractive, it would be half as enjoyable.

But isn't Mario 64 so good because it looks so good?

Again, yes *and* no. It's hard to imagine *Mario 64* being anything but beautiful but its appeal isn't simply due to its visual prowess. Again, it's through graphics that a game 'talks' to a player, providing an environment for play. The good game surrounds a player with active visual ingredients, keeping inert scenery to a minimum.

> **"Visuals remain the means by which a game communicates with a player."**

Active visual ingredients?

Yep. Think of *Mario 64* again. Every surface you tread upon has its own physical properties. Run through grass and you get a suitable *skish skish skish* noise. If a ledge is within reach, it's odds-on you can climb it. Players are encouraged to experiment, and are rarely disappointed by the results. There are no instances where, like *Doom 64*, you find your progress in halted by a tiny, knee-high barrier. Such inadequacies separate the good from the merely average.

But what about the walls in Lylat Wars?

They're hardly 'active visual ingredients'. True. Any game that follows a set course – like a race game – must, by definition, provide a clearly-defined route for players to follow. Inert walls are a necessary evil in this instance. However, there's no reason why a track should be a tunnel of houses, trees or other such scenery. Konami's *GTI Club* arcade machine features impressively believable tracks, with a stunning degree of spot detail. It's shameful, but the majority of driving games still adhere to the ancient *Out Run* standard of generic trackside objects acting as both hazards and boundaries. Did we mention *Cruis'n USA*? Oh, we did.

Lylat Wars does feature scenery that can't be blown up or interacted with in any way, but that's why you're given such control over your craft's movement. Flying direct on a collision course, you can suddenly tilt, neatly circumnavigating the obstruction. Combine such actions with combat, and players can do more than merely dodge and shoot – they can be creative in their blasting. *Lylat Wars'* many inert objects are there for a reason, encouraging a greater degree of movement from the player. So, while it's undoubtedly A Good Thing™ to be able to interact with everything to a certain extent, the opposite is also acceptable in the right context.

Do sprites still have a role to play?

Like it or not, the use of sprites digitised from video footage remains a legal practice. Thus, Midway's two N64 *Mortal Kombat* games look quite dreadful as a result. *MK Mythologies* may have reasonably accomplished backdrops, but *Sub Zero* and the numerous combatants he encounters are terrible – they appear 'divorced' from the on-screen action, like cardboard cut-outs gliding across a separate background. This isn't a diatribe against sprites in general, because bitmap-based games can still be brilliant – *Mischief Makers* being but one example of this fact. It's also true that, were Nintendo to release a SNES emulator, copies of *Mario Kart*, *Zelda* and *Super Metroid* would become much sought-after items.

△ *The 3D sections in Mischief Makers. Top.*

▽ *The horrific sections in MK Mythologies. Crap.*

What makes for good visuals?

Graphical accomplishment is a coin with two distinct sides. On one face there are technical considerations. Like, how fast is the frame rate? If a game's running at a comfortable 30 fps, there's little reason for anyone to grumble. There should be little or no trace of clipping, and pop-up should be kept to a minimum – techniques such as *Turok's* 'fogging' or clever track design in a racing game can help avoid this.

On the flip side, there's the inherent visual finesse of a title. This is largely dependent on the skill of a development team's artists. Whether photo-realism or cartoon simplicity is intended, the key to creating a truly beautiful game is detail. *GoldenEye* and *Mario* are two gleaming standard bearers in this category, with the likes of *NFL QuarterBack Club*, *Wave Race 64* and *Pilotwings* deserving more than a honourable mention.

△ Lylat Wars *looked stunning. Flying through space was expertly created, even if it was on 'rails'. Of sorts.*

▽ *How do they do those water effects? Only Rare have managed similar things.*

SOUND

Scores on the scores: play that funky music, white boy...
Blast Corps, Diddy Kong Racing, GoldenEye, Lylat Wars, Yoshi's Island (all 9), Mario 64 (8).

Score bores: turn on, tune in, turn down.
Aero Gauge, Cruis'n USA, Denryu IraIraBou, J-League Dynamite Soccer, San Francisco Rush (all 1)

Does sound make a 'good' game?

No. But it can contribute to an astonishing degree. Music and sound effects can turn an otherwise average or uninspiring game into something rather more special, if used properly. Of course, the opposite also applies. The importance of a strong backing score and suitable FX cannot be underestimated.

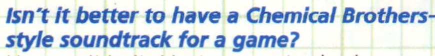
So what can sound add to a game?

Atmosphere. Pure and simple. Would *ISS64* or *FIFA '98* be the same without their crowd noise? Would *Turok* have impressed *quite* as much without the addition of the 'thump thump thump' of approaching dinos? Of course not.

When Nintendo chose to make the N64 a cartridge-based console, many industry pundits audibly scoffed at the big N's perceived folly. How, it was asked, would they fit FMV intros on a cart? The answer? They couldn't and can't. Thank God. But, perhaps more validly, the subject of CD audio was raised. The N64 can't offer it, and would instead offer chip music of a standard vastly inferior to the CD audio of the PlayStation and Saturn.

Mario 64, however, tells a melodious and contrary tale. Notice how the music is context-sensitive? Zy mentions a particularly good example in his review of Nintendo's platformer way back in issue one: 'When you first step onto the beach at Jolly Roger Bay, for instance, you'll hear the basic melody of the course. As soon as you dive into the water, a few more channels of sound suddenly add depth with stereo backing and rhythm tracks. And when you finally step into the smuggler's cave on the far side, the bass and percussion are cued in for that final atmosphere of achievement. Subtly influential.' And Zy *knows* about these things. And the truth is, you just couldn't achieve the same effect with a CD-based sound. If a PlayStation or Saturn game is to offer the same effect, it has to use its own sound chip (incidentally inferior to the N64's noise maker), thus losing the much-vaunted benefit of 'CD quality'.

> "Music and sound effects can turn an otherwise average game into something rather more special."



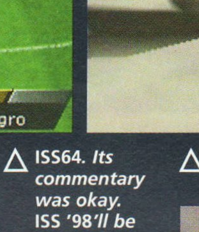
Isn't it better to have a Chemical Brothers-style soundtrack for a game?

Um, no. It isn't. Most games simply play a basic soundtrack in the background and, more often than not, it adds little to the gaming experience. But make the music alter to suit the game, or play certain tracks at set points to 'confirm' the mood of any one scene, and you're achieving something special. Movies do it, so why can't games? For an unsubtle but effective example, cast your mind back to Starsky and Hutch. When the camera switched to a couple of bad guys sitting in a car, or using a phone booth, there was a distinct 'something's fishy!' tune. Later, in the inevitable car chase, a fast-paced piece of guitar music would be used to accentuate the speed of the pursuit. Last, tramps or general losers always got the 'Waa waa waa waaaaa!' noise. Now, while the tunes and their usage lacked finesse, they served their purpose well. As soon as the relevant music began we, the viewers, were instantly aware of that scene's importance. You knew immediately that you were either staring at a bad guy, a car chase or a tramp so drunk he'd gleefully drink his own wee, believing it to be Tizer. Such techniques can easily be included in videogames and to great effect.

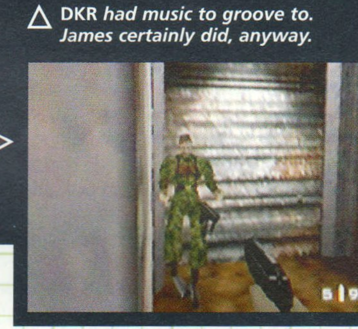
What about sound effects?

Just think of *GoldenEye*. From the muffled report of a silenced Walther PPK, to the superb 'clink' of an ammo cartridge dropped by a guard, Rare's superb Bond tie-in has it all. Sound effects, on a basic level, act as confirmation of on-screen action. You fire, and you hear the appropriate noise. Crash your car in *Multi Racing Championship* and it dutifully provides a 'clunk' noise. The best games often offer more than this, however, with incidental (and oh-so-atmospheric) spot FX that go a long way towards creating a believable and engrossing game.

△ *ISS64. Its commentary was okay. ISS '98'll be even better.*



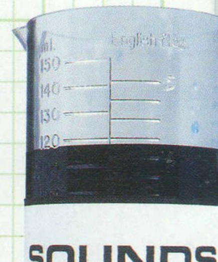
△ *DKR had music to groove to. James certainly did, anyway.*



Can you hear that thud as it hits laughing boy, here? ▷

◁ *Music. A more vital part of Mario than you might think.*

Yoshi's Story. Perhaps the finest Nintendo music yet. ▷



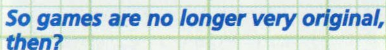
MASTERY

Mastery masters: kings of their castles...
Blast Corps, GoldenEye, ISS64, Lylat Wars, Mario 64, Madden 64, Mario Kart 64, Turok, Wave Race 64 (all 9)

Mastery missing, presumed gone: the dirty rascals
Wheel of Fortune (0), Susume! Taisen Puzzle Dama (1), Pachinko World 64 (0) and anything remotely Mortal Kombat based.

Does a game have to be original to be good?
No, but it's not a bad idea if it can offer something new. Former Commodore 64 owners will fondly remember the likes of *Paradroid*, *Elite*, *Dropzone*, *The Sentinel* and many, many other titles, each game refreshingly different to its contemporaries. These days, the developer's desire to innovate is tempered by the temptation to produce simple, 'formula' games. Just as the dreaded *Mario* or *Sonic* clone was the bane of the 16-bit consoles, it's beat-'em-ups and driving games that plague the current generation of consoles.

See how far it's come? Nintendo know how to develop. Oh yes.



So games are no longer very original, then?
Yes, but progress just happens at a slower pace, and any small degree of 'originality' is mercilessly copied by other developers, until another new feature catches their eye. *GoldenEye*'s sniper function (simultaneously showcased in Shiny Entertainment's *MDK* on PC) will undoubtedly become a standard feature of first-person shoot-'em-ups from this day forth.

But GoldenEye is hardly a 'new' idea in itself...
It's not. But, with successful genres over-subscribed, it's the game that offers a new theme and flavour that will invariably succeed – and that's just what *GoldenEye* does. Prior to its release, its genre was almost entirely dominated by titles with a fantasy or sci-fi theme. Its use of a modern environment, with recognisable characters, is an innovative feature in itself.

"...the developer's desire to innovate is tempered by the temptation to produce simple, 'formula' games."

The N64 *does* have its fair share of novel titles, though. Rare's *Blast Corps* is virtually the genuine article – the truly 'unique' game. *Mario 64*, too, is surprisingly different, belying its misinformed categorisation as 'platform game'. There are even curios like *Denryu IraIraBou* – an N64 version of the 'don't touch the wire with the hoop thing' game someone's dad always makes for the village fair. But many of the N64's finest are merely skilful re-iterations of previous works. And that's no bad thing.

So what degree of 'mastery' must a 'good' game possess?
That's a tricky one, with the obvious (and perhaps over-hopeful) answer being 'it should be master of EVERYTHING!' *Diddy Kong Racing* and *Mario Kart 64* are both excellent games. But, if you ask any N64 owner in the know, they'll tell you that *DKR* is just a *little* bit weak as a multiplayer game, while *MK64* is a *tad* disappointing as a one-player game. And the converse also applies for both. *ISS '98* is genuinely the master of its genre as, to date, it's the best football game on any format? But 'Mastery' isn't just about originality or the polishing of a gamestyle, it's also down to production values. And, seemingly without

Rare showed their mastery of the N64 with Blast Corps – and their originality.

MASTERY

Look! No misting. Turok took note for its sequel.

Mastering the bob of the waves. Hard. But done.

LIFESPAN

Games with good lifespan: the revered and immortal
1080° Snowboarding, Diddy Kong Racing, Duke Nukem 64, GoldenEye, ISS64, Mario Kart 64 (all 9), Mario 64 (8).
Games *sans* good lifespan: shot in the paddock, some time previous to the race...
Aero Gauge (0), Clayfighter 63 1/3 (1), Cruis'n USA (1), Nagano Winter Olympics (1), MK Mythologies: Sub Zero (0).

So what gives a game a good lifespan?

Detail. Depth. And tons of secrets. On 16-bit machines, most games offered little more on completion than a badly-written text message. If you were lucky, you might get a picture and a special tune, too. One publisher, however, provided a glowing example of how games should be, with a number of their titles offering just that *little* bit more for the player to perform after completion. And that company is Nintendo.

Finish *Zelda* and you could then go back and try to collect every single heart piece. Get to the end of *Super Metroid* and it's likely you'd have missed at least a few secrets and almost certainly a number of screens. And so on. N64 games, however, are taking the addition of 'extra' features and secrets to an entirely new level. *Diddy Kong Racing* is packed with concealed novelties. *GoldenEye*, with its fantastic cheat menu and numerous idiosyncrasies, possibly offers *more* extras.

It's no longer 'optional' that a great game contains a number of secrets – it's a damn prerequisite. But that doesn't mean that such features should be added at the expense of the game proper. There's nothing more frustrating than an enjoyable title that can be completed in days. Almost all of *Yoshi's Story* can be seen in a day – although it does offer a fair old challenge in the collection of fruit and the mastering of its points system.

> **"It's no longer optional that a great game contains a number of secrets – it's a damn prerequisite."**

◁ Pilotwings showed us a challenge or two. And a coronary.

△ Aero Gauge didn't. That was because it was rubbish. Simple.

▽ 1080°. Harder than Hardy Hard, but worth every bit of effort. Oh yes, it is.

So 'lifespan' is all about difficulty and rewards, then?

Hardly. The easiest and best way to add lifespan to any game is to... ADD A TWO-PLAYER MODE! It's that simple. Multiplayer gaming is so important that it should be taken as read that any game with a competitive theme should possess *at least* a two-player mode. Certain magazines have speculated that *Mario DD* might feature a split-screen two-player mode, with Mario and Luigi working in tandem. *Turok 2* will, apparently, also feature multiplayer support. What more could a gamer ask for?

What else improves lifespan?

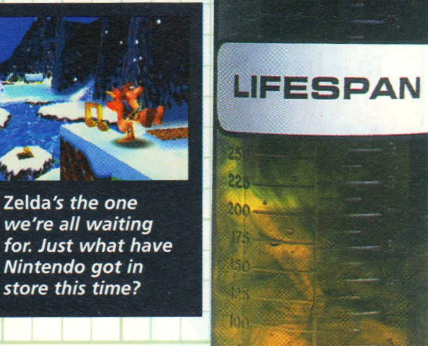
Freedom helps. And *Mario 64* offers that. Should you, heaven forbid, get bored with the main task of collecting all the gold stars, you can go play on one of its slides, aiming for a best time. If you have more than ten stars, you could go for a fly with Mario's Winged Cap. Who needs *Pilotwings*? The sky is... well, just the start of the fun you can have. Which is nice.

While certain games will always operate within rigid frameworks – such as your average racing game – any game that allows players to 'ad lib', as it were, is doing something very right. *Pilotwings 64* and *Mario Kart 64* are also games that offer great opportunities for exploration. The opposite of those titles is perhaps the likes of *MK Mythologies*, where sidling like a crab and falling to your death are your lot. Basically.

LIFESPAN

So are we any closer to understanding why certain games are great? Hopefully – it's certainly more complicated than it might first look.

But can we ever *really* pinpoint exactly what is so fabulous about something like *GoldenEye*? We can hazard a guess, which is what we've attempted to do, here. We've tried – using the **N64** score box – to break those reasons down and answer that elusive question as best we can. And we reckon we're almost there. But everyone has different opinions on what makes games great. And, for that reason alone, it can never be *really* clear. And anyway, if we knew exactly, we'd be selling the mystery 'ingredient X' for millions and spending the rest of our lives on the beach.



◁ Zelda's the one we're all waiting for. Just what have Nintendo got in store this time?

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GoldenEye Engine Game
Legend of Zelda 64: The Ocarina of Time
V-Rally 64
Mission: Impossible
Turok 2
F-Zero X
Wipeout 64

And any of the surprise announcements made out there.

To Paris!

To – finally – play ***Tonic Trouble***

To Lyon!

To play the first levels from Infogrames' dazzling ***Space Circus***

To, er, Warwickshire!

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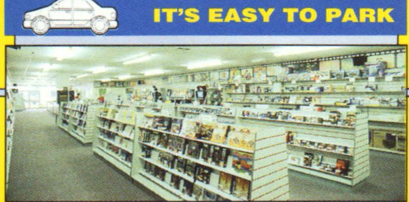

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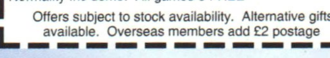

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